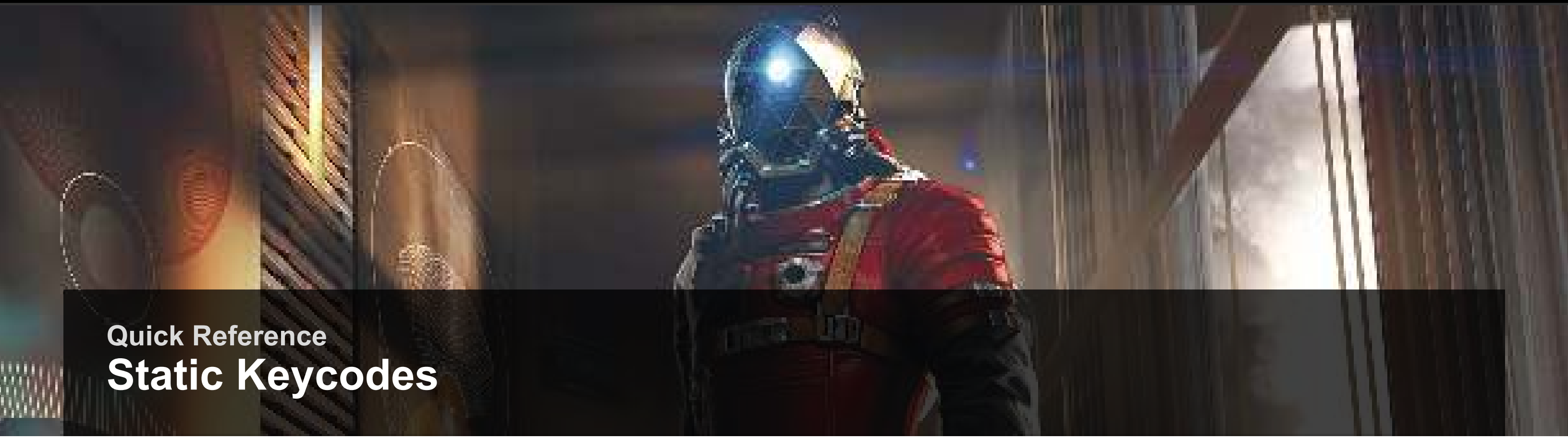
Quick Reference

Introduction

Looking for something? This section serves as a supplement to the walkthrough, helping you quickly track down keycodes, passwords, crew members, emails, books, and audio recordings. Use this information to aid your exploration of Talos I and unlock the challenging Missing Persons, Press Sneak, Prism Master, and Psychometry achievements/trophies. Flip to the end of this section for a complete listing of all achievements and trophies.



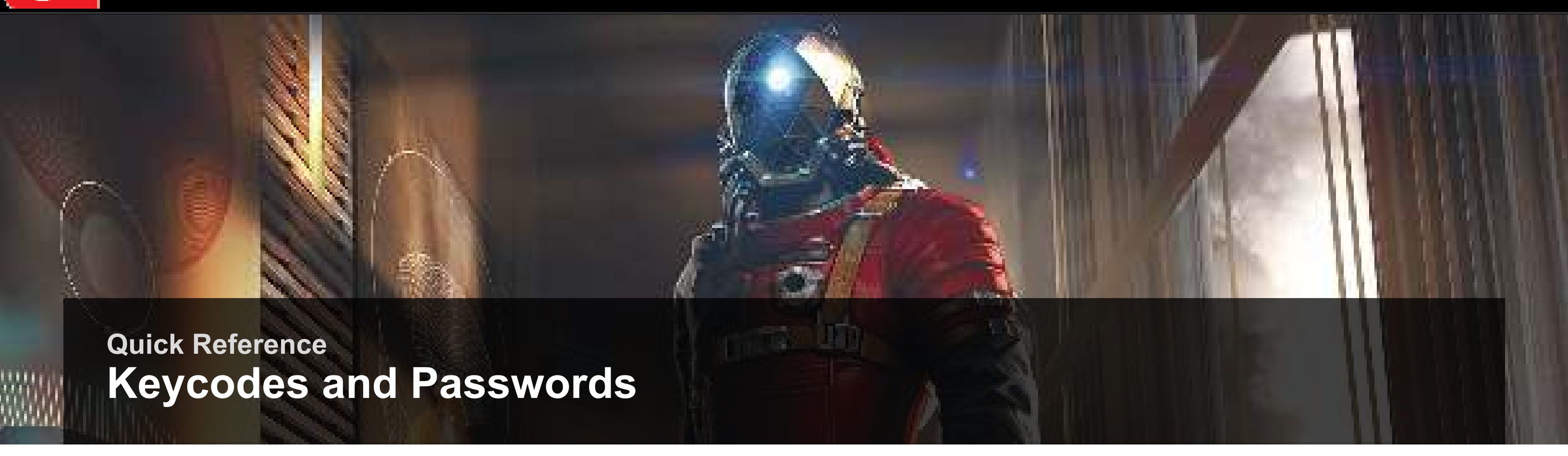
Quick Reference

Static Keycodes

Most keycodes on Talos I are randomly generated, changing each time you start a new game. However, there are a few codes that never change. Use the following codes to quickly unlock doors and safes.

STATIC KEYCODES

LOCATION	SAFE/DOOR	CODE
Neuromod Division	Debriefing Safe	5150
Talos I Lobby	Morgan Yu’s Office	0451
Talos I Lobby	Security Safe	0526
Talos I Lobby	Holding Room	1129
Talos I Lobby	I.T. Department	0913
Talos I Lobby	Dr. DeVries’ Safe	7324
Hardware Labs	Dr. Thorstein’s Safe	9954
Psychotronics	Armory	8714
Crew Quarters	Dr. Calvino’s Safe	0523
Talos I Exterior	Dr. Igwe’s Cargo Container	2312
Power Plant	Reactor Room	3845



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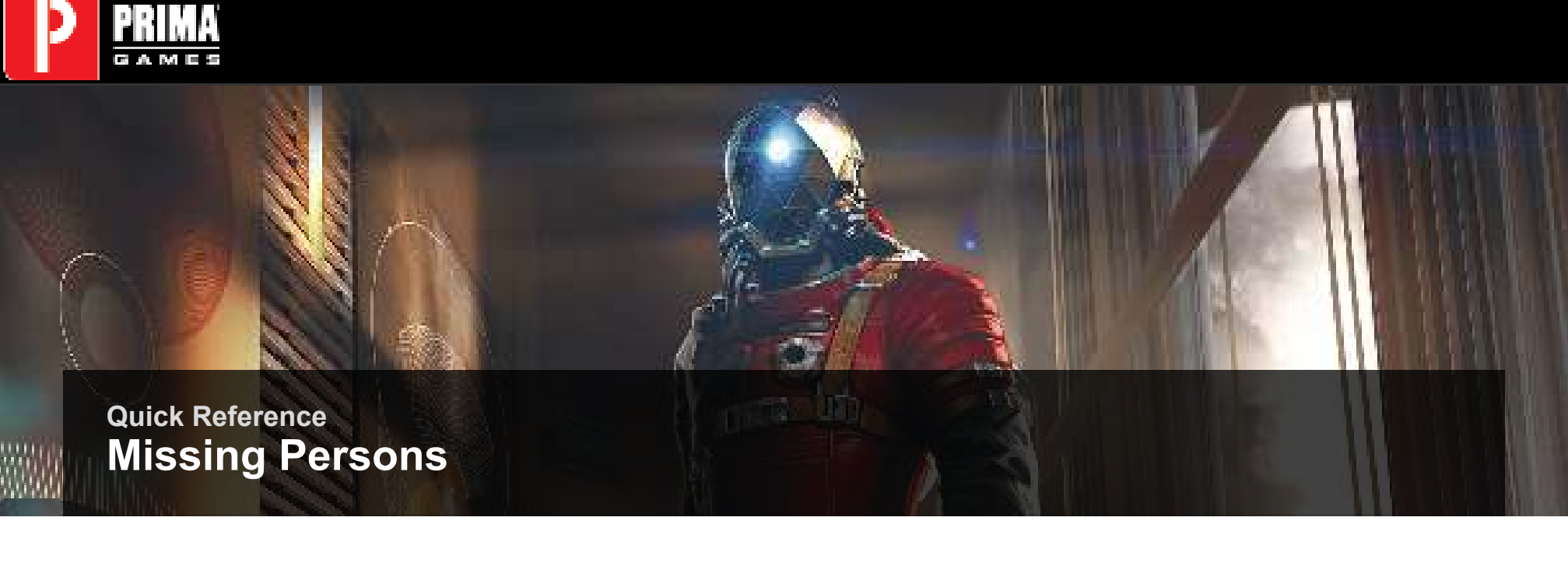
Keycodes and Passwords

Before attempting to hack a keypad or workstation, take a look around—sometimes you can find keycodes and passwords written on notes or contained within emails or audio recordings. Use this information to uncover a few easily obtainable keycodes and passwords. This does not include keycodes and passwords provided by characters during objectives.

LOCATION	KEYCODE/PASSWORD	NOTES
Neuromod Division: Simulation Debriefing	Marco Simmons' password	Read the note attached to Simmons' workstation to obtain password.
Neuromod Division: Foyer	Security Booth keycode	When you return to the Neuromod Division later in the game, grab the note next to Divya Naaz's body to obtain keycode.
Neuromod Division: Foyer	Security Station password	The security station password is on the same note found next to Divya Naaz's body.
Talos I Lobby: Executive Offices	Jason Chang's password	Read note attached to Jason Chang's workstation.
Talos I Lobby: Executive Offices	Volunteer Quarters keycode	Read Volunteer Attitude email on Bianca Goodwin's workstation to obtain keycode to Volunteer Quarters in the Neuromod Division.
Talos I Lobby: Staff Lounge	Pilot's Lounge keycode	Listen to the recording This isn't a Drill found on Octavia Figgs' TranScribe to obtain keycode.
Hardware Labs: Thadeus York's workstation	Director Thorstein's Office keycode	Read You're in Charge email to obtain keycode.
Hardware Labs: Small Scale Testing	Group: Small Scale Testing password	Search the floor by the workstation for a clipboard and read the attached note to obtain password.
Hardware Labs: Small Scale Testing	Machine Shop Supply Closet keycode	Read the If you Need Supplies email on the Small Scale Testing workstation to retrieve keycode.
Hardware Labs: Ballistics Lab	Ballistics Lab Safe keycode	On a note in the corner, beneath a grate; requires Leverage I to acquire.
Talos I Exterior	Machine Shop Supply Closet keycode	Listen to the recording First Thing Tomorrow retrieved from Dr. Calvino's TranScribe to obtain supply closet keycode.
Psychotronics: Armory	Armory keycode	Spare Aaron Ingram's life to obtain keycode to Armory.
G.U.T.S.: Maintenance Tunnel	Maintenance Tunnel keycode	Retrieve note from Kimberly Bomo's body to obtain keycode.
G.U.T.S.: Magnetosphere Restroom	Magnetosphere Control Room Safe keycode	Move a roll of toilet paper on the shelf in the restroom to discover a note containing the safe's keycode.
Arboretum: Near Iris Stein's body	Julien Howard's password	Read the note found next to Iris Stein to obtain password.
Crew Quarters: Concierge	Fitness Center keycode	Read the New Gym Code email on the security station to obtain keycode.
Crew Quarters: Abigail Foy's Cabin	Abigail Foy's password	Crawl under Abigail's desk to find a note containing her password.
Crew Quarters: Lorenzo Calvino's Cabin	Calvino's Safe keycode	Listen to the Calvino's Notes 3 audio recording found on his workstation to obtain keycode.
Crew Quarters: Cabins B Restroom	Fitness Center keycode	Read the note in the restroom to obtain keycode.
Crew Quarters: Habitation Pods	Mail Room keycode	Read the note found in Anders Kline's habitation pod to obtain keycode.
Crew Quarters: Kitchen	Freezer keycode	Watch the cook unlock the freezer to obtain keycode.
Crew Quarters: Will Mitchell's Cabin	Executive Suites keycode	Read the Food Request for Alex email on Will Mitchell's workstation to obtain keycode.
Crew Quarters: Recycler Room	Executive Suites keycode	Read the note attached to the table to obtain keycode.
Crew Quarters: Fitness Center	Executive Suites keycode	Read the Personal Training Session email on Emma Beatty's workstation to obtain keycode.
Deep Storage: Corporate Information Technology	Stairwell keycode	Read note next to Zachary West's workstation.
Deep Storage: Corporate Information Technology	Ivy Song's password	Read note next to Zachary West's workstation.
Deep Storage: Command Center	Deep Storage safe keycode	Read the note behind Danielle Sho's workstation to obtain keycode; code works for both safes in Deep Storage.
Cargo Bay: Shipping and Receiving	Gus Magill's password	Lift the phone next to Gus Magill's desk to discover a note containing his password.
Cargo Bay: Quartermaster's Office	Cargo Bay Security Safe keycode	Speak to Sarah Elazar to receive keycode to safe, located in Cargo Bay A.
Power Plant: Monitoring	Parts Storage keycode	Listen to the Keycode Change: Parts Storage recording found on Duncan Krassikoff's TranScribe.
Life Support: Water Treatment Facility	Price Broadway's password	Open the supply crate next to Price Broadway's workstation and read the note inside to acquire the password.
Life Support: Oxygen Flow Control Room	Storage Room keycode	Read the note in the Oxygen Flow Control room to obtain password to Storage Room in Life Support.
Life Support: Main Lift Access	Security Station Safe keycode	Grab the note on Erica Teague's body to acquire the code to the nearby safe.
Talos I Bridge: Captain's Loft	Bridge Safe keycode	Lift the book on the desk in the Captain's Loft to discover a note containing the keycode to the safe.



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Missing Persons

There are 267 crew members, guests, and volunteers aboard Talos I (268 if you include Commander Dahl). You need to locate 265 to unlock the Missing Persons achievement/trophy. This list places each crew member in alphabetical order under the map you can initially find them on, and what state that entity is in—sometimes crew members are mind-controlled or have been turned into Phantoms. If the state is not listed, the crew member is dead. Use this list and security stations to locate all missing crew members.

NEUROMOD DIVISION (17 TOTAL):

- Divya Naaz
- Frederick Steele
- Grete Mikkelsen
- Hadley Dalton
- Halden Graves
- Helen Croft
- Jiao-Long Heng
- John Haskins
- Joshua Vanstry
- Jovan Gravilovic
- Junior Bookman
- Natasha Nikova
- Patricia Varma
- Rich Ivers
- Robert Gage
- Tina Snow
- Veer Singh

TALOS I LOBBY (26 TOTAL)

- Alice Aiken
- Anna Goldcrest
- April McGuire
- Beth Ino
- Bianca Goodwin
- Demetri Bowser
- Elias Black
- Garfield Langly (Phantom)
- Harley Grainger (Tracking Bracelet)*
- Hendrik DeVries
- Jason Chang
- Joel Weeks
- Kelly Randolph
- Laura McAvoy
- Lucia Jimenez
- Luther Glass
- Martin Giroud
- Maxine Ford (Tracking Bracelet)*
- Mishca Lavarev
- Nash Underwood
- Octavia Figgs
- Randolf Hutchinson
- Richard Coveney (Tracking Bracelet)*
- Steve Folson (Tracking Bracelet)*
- Trevor J. Young (Mind-Controlled)
- Yuri Kimura (Phantom)

* = These four crew members will spawn in Life Support (as alive) if you initiate the Showing Initiative optional objective by becoming a psychopath before Dahl's arrival.

HARDWARE LABS (16 TOTAL)

- Aime Schmidt
- Clive Lawrence (Phantom)
- Conrad Birchman
- Franklin Goode
- Gregory Kepner
- Hope Ellis
- Jorgen Thorstein (Phantom)
- Lane Carpenter (Phantom)
- Lorenzo Calvino
- Miyu Okabe
- Nickie Tannar
- Peter Coleman
- Randall Wood
- Sean Larsen
- Thaddeus York
- Titus Kromwell

TALOS I EXTERIOR (11 TOTAL)

- Dayo Igwe**
- Emmanuel Mendez
- Grant Lockwood
- Hunter Hale
- Jessica Wiley*
- Jose Costa
- Karisma Chouhan
- Mariana Arias
- Mike Devlin
- Riley Butler*
- Tana Vale*

* = These corpses will not appear until the explosion in Cargo Bay. If you look them up prior to this event, they will be listed as Nominal and located in Cargo Bay.

** = Complete the Doctor Igwe objective and Igwe will move to Cargo Bay. Your subsequent actions may bring him to Talos I Lobby, Neuromod Division, and Shuttle Bay.

PSYCHOTRONICS (18 TOTAL)

- Allison Brady
- Andrea Hudson
- Annalise Gallegos
- Cory Richard
- Crispin Boyer (Phantom)
- Demian Linn
- Evan Avery
- Hans Kelstrup
- Helen Barker-Combs (Phantom)
- Janos Jozsef
- Kristine Lloyd
- Mitsuo Takaji
- Otta Lauda
- Rory Manion
- Ruby Stone
- Sanjay Puri
- Steven Mueller
- Sylvain Bellamy

G.U.T.S. (9 TOTAL)

- Alika James
- Anders Kline
- Brittany LaValley
- Edward Douglas
- Eric Berger
- Josh Dalton
- Kimberly Bomo
- Laurel Davis
- Ramon Ridley

ARBORETUM (21 TOTAL)

- Alejandro Mata
- Alex Yu (Tracking Bracelet)*
- Carin Buckley
- Edna Burton
- Elle Gold
- Evelyn McCarthy
- Gennady Mironov
- Iris Stein
- Jenny King
- Jia Kyung-Ho
- Julien Howard
- Lawrence Baxter (Phantom)
- Lily Morris
- Lizzy Colton
- Marc Sellers
- Marietta Kyrkos
- Mickey Pitt Sr. (Mind-Controlled)
- Rani Chaudhary (Mind-Controlled)**
- Rodney S. Poole (Alive)
- Thomas Tucker
- Zachary West

*Alex spawns in Arboretum later in the game. Depending on your actions, you may encounter him on the Talos I Bridge at the end of the game.

**= If Rani is saved from the Telepath in the Greenhouse, she will eventually make her way to Cargo Bay, and potentially move to Life Support depending on your actions.

CREW QUARTERS (48 TOTAL)

- Abigail Foy
- Argenteno Pero (Phantom)
- Bernard Griffith (Mind-Controlled)
- Brandi Pester
- Bruce Cobb
- Caleb Hawethorne (Mind-Controlled)
- Carlos Popinga (Mind-Controlled)
- Chloe Burgess
- Chris Wade
- Clarke Raffirty
- Colette May-Shutlz
- Daisy White
- Dan Billingsly
- Daniel London (Mind-Controlled)
- Danielle Sho (Tracking Bracelet)
- David Branch (Mind-Controlled)
- Don Davis
- Elizabeth Bay
- Emma Beatty (Mind-Controlled)
- Eve Coolidge
- Franz Klinger (Mind-Controlled)
- Gary Snow (Mind-Controlled)
- Guy Jameson
- Harvey Clausen (Mind-Controlled)
- Ike Stewart (Mind-Controlled)
- Indigo Lake (Mind-Controlled)
- Ivy Song (Phantom)
- Jillian Quigg (Mind-Controlled)
- Joseph McSorley
- Kade Mason
- Kevin Sabian
- Keira Whitman
- Lia Macy
- Lisa Larson (Mind-Controlled)
- Maliah Fowles
- Mary Malinaro (Mind-Controlled)
- Mathias Kohl
- Mike Turner
- Neil Warnes
- Nicole Hague (Phantom)*
- Oliver Benoit (Mind-Controlled)
- Patricia Wang
- Phong Vu (Mind-Controlled)
- Regina Sellers (Phantom)
- Salman Kapoor (Mind-Controlled)
- Thomas Lutz
- Vincent Schubel (Mind-Controlled)
- Will Mitchell (Tracking Bracelet)**

* = Will not spawn in Crew Quarters until you activate a Locate Crew Member objective for her.

** = Will only register as found if you take the bracelet out of the container it spawns in.

DEEP STORAGE (6 TOTAL)

- Akande Benin
- Andrew Grey
- Heather Bentz
- Jennifer Lee
- Lyn Cloyer
- Mary Page

CARGO BAY (15 TOTAL)

- Alfred Rose (Alive)**
- Ash Lasair
- Austin Cool (Alive)**
- Christopher Smith
- Darcy Maddox (Alive)**
- Diane Washington
- Ekaterina Mulsaev (Alive)
- Enoch Kouneva (Phantom)
- Gerald Wildman
- Gus Magill
- Kevin Hague (Alive)**
- Quinten Purvis
- Sam Hertz (Alive)**
- Sarah Elazar (Alive)*
- Tamiko Hayashi (Alive)**

*= Will later shift to Life Support, Shuttle Bay depending on your actions.

**= Will later shift to Life Support depending your actions.

LIFE SUPPORT (22 TOTAL)

- Alan Bianchi
- Alton Weber
- Angela Diaz
- Anong Lao
- Ari Liudnarht
- Augusto Vera
- Carol Sikes
- Cynthia Dringus
- Emily Carter
- Erica Teague
- Hank Majors
- Johnny Brungen
- Kane Rosito
- Kirk Remmer (Phantom + Tracking Bracelet)
- Max Weigel-Goetz
- Pablo Meyers
- Penny Tennyson
- Price Broadway
- Raya Leiruat
- Roger Meir
- Tobias Frost
- Umi Isaka

POWER PLANT (11 TOTAL)

- Brenda Cabrera
- Duncan Krassikoff
- Guy Croal
- Ian Rolston
- Jean Faure
- Lan Nguyen
- Matthew Connolly
- Miguel Lopez
- Mikhaila Ilyushin (Alive)*
- Nicholas Stillwater
- Talia Brooks

*= Will later move to Talos I Lobby, Shuttle Bay depending on your actions.

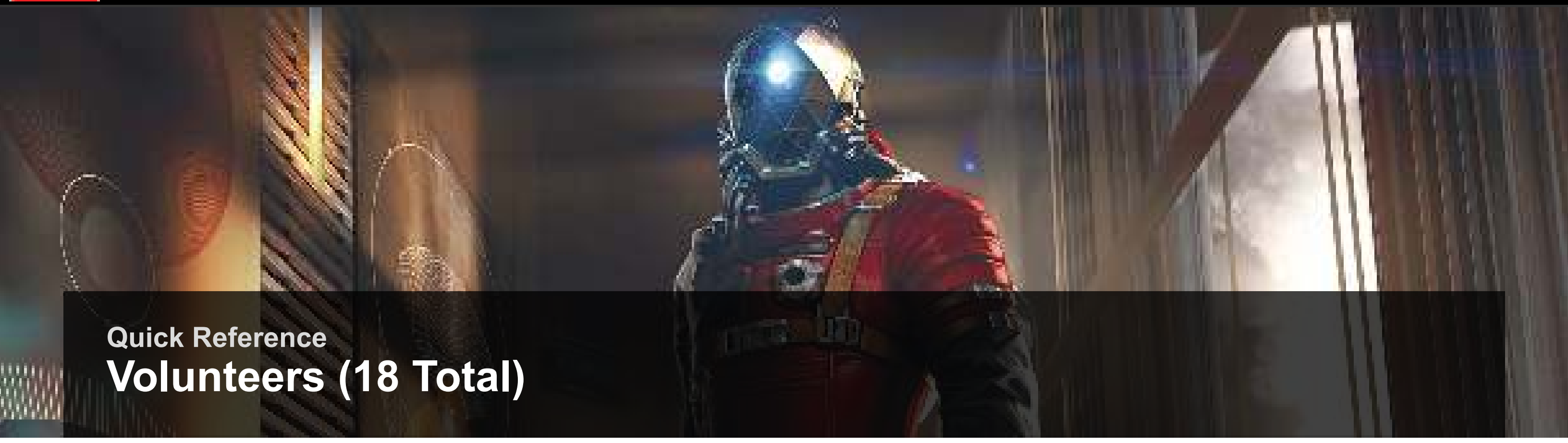
SHUTTLE BAY (18 TOTAL)

- Anastacia Uriegas
- Blaine Cooly
- David Simmonds
- Donald “Skipper” Hail
- Drew Springer
- Eddie Voss
- Emmanuella DeSilva*
- Frank Jones*
- Galel Seif
- Leon Woods
- Lloyd Thompson
- Mary Stevens
- Mia Bayer
- Nils Kjaergaard
- Rodrigo Diaz
- Scott Parker
- Todd Matsuyama
- Tom “Buzz” Cooper

* = You can find these two crew members in the Shuttle Bay if the initiate the Locate Crew Member objective is initiated from a security station. You can also find them in the exterior by failing the Escape Attempt optional objective. If you complete Escape Attempt, their locations will change to unknown, and you can no longer find them.

TALOS I BRIDGE (11 TOTAL)

- Bill Nixon-Greene
- Gordon Bitz
- Izumi Minami
- Jada Marks
- Matt Cothron
- Omar Bolivar
- Perry Fullbright
- Sadie Hall
- Skye Braxton
- Spencer Ogden
- Stone Blanchard



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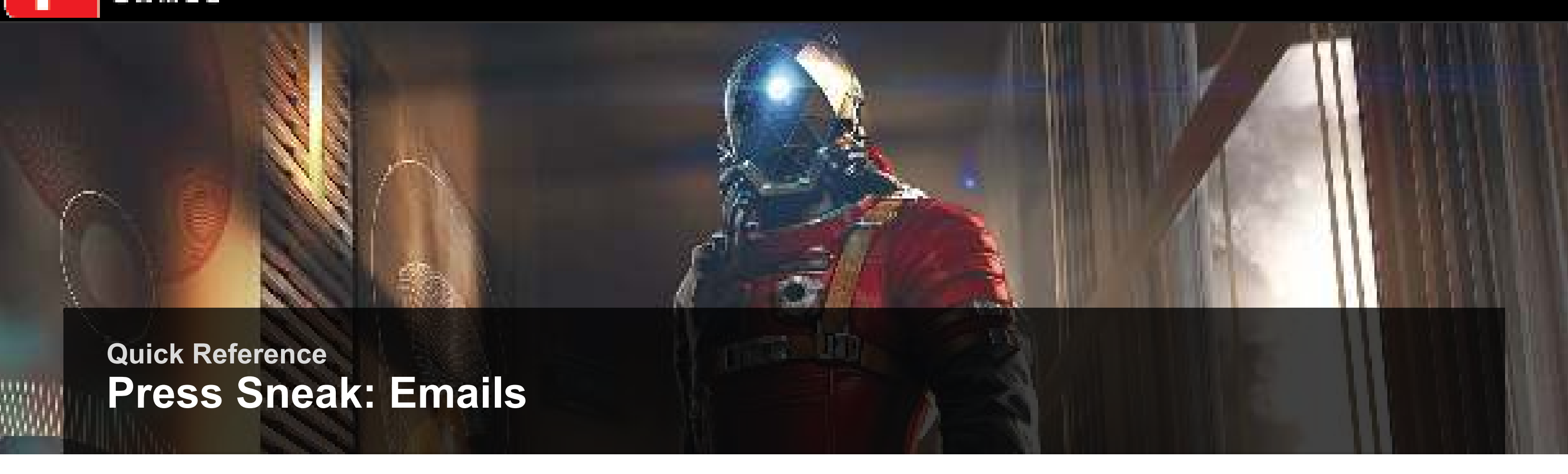
Volunteers (18 Total)

This section is ordered differently. Unlike other people, the volunteers may only be found on one security roster—the security station in Volunteer Quarters within the Neuromod Division. The location next to each name is their actual location in the game. Where possible, the volunteer's actual name has been listed for easier tracking.

VOLUNTEER	LOCATION
V-010255-01	Neuromod Division
V-010655-37	Crew Quarters, Alive; AKA Luka Golubkin**
V-011155-17	Talos I Exterior
V-041255-00	Neuromod Division
V-052255-01	Psychotronics, Volunteer F
V-052255-02	Psychotronics
V-060155-05	Talos I Exterior
V-071855-21	Talos I Exterio; AKA Zhao Sun
V-080354-01	Psychotronics
V-090655-13	Psychotronics, Alive AKA Aaron Ingram
V-091755-03	Psychotronics
V-091855-04	Psychotronics
V-103155-06	Psychotronics; AKA Jordan Yax
V-110655-16	Neuromod Division
V-110655-27	Talos I Exterior; AKA Adrain Holland
V-111754-03	Psychotronics
V-122255-07	Psychotronics
V-122854-12	Psychotronics

** = AKA "The Cook," AKA Will Mitchell—will move to Talos I Bridge depending on your actions.



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Press Sneak: Emails

The Press Sneak achievement/trophy requires you to read every email on Talos I. Emails can be found on both workstations and security stations. Here's a complete list of emails, identifying the workstation/security station where each email can be read. Be sure to read the emails marked in bold—they either contain keycodes or trigger optional objectives.

NEUROMOD DIVISION

Morgan's Apartment, Day 1 x3 [Congrats! And welcome!, Delivery, Ready?]
Morgan's Apartment, Day 2 x6 [DANGER. LEAVE NOW]
Evelyn McCarthy x2 [RE: Daily Tests, A note about this morning]
Marco Simmons x3 [Reminder about company password policy, A note about this morning, Bad install?]
Demetri Bowser x1 [A note about this morning]
Jiao-Long Heng x2 [A note about this morning, Morgan's Behavior]
Jovan Gravilovic x3 [Next Week's Test, A note about this morning, **URGENT**!]
Silvain Bellamy x3 [Personality Drift Results, Daily Tests, RE: Have my people been coming to you?]
Alice Aiken x1 [RE: Simulation Question]
Caleb Hawethorne x2 [A note about this morning, RE: Igwe's Talk]
Security Station x1 [SEND HELP PLEASE]
Junior Bookman x1 [Again. Fantastic.]
John Haskins x1 [RE: Volunteer Attitude]
Halden Graves x2 [RE: Exotic materials, Missing Neuromods]

TALOS I LOBBY

Bianca Goodwin x3 [**Volunteer Attitude**, RE: Meeting Gustav, RE: RE: Leitner's visit?]
Sylvain Bellamy x1 [Test Subject]
Jason Chang x1 [**Keycode Changed**]
Morgan Yu x3 [YOU MADE IT, ?, Do Not Disturb]
Sara Elazar x4 [Need Security Escort, Something's On the Station, Ilyushin, Missing Keycard]
Security Station x4 [HELP!, Help!, Help!, Morgan Yu's Office Keypad]
Elias Black x1 [Yuri]
Thomas Tucker x3 [Good News, Hunter Hale, FW: Theif]
Yuki Kimura x1 [Exports]
Security Station (Trauma Center) x2 [RE: RE: NSP Booster Shots?, **INCOMING CASUALTIES**]
Mathias Kohl x2 [Have my people been coming to see you?, RE: Trevor Young]
Regina Sellers x2 [RE: RE: RE: Patient Access Request, RE: RE: NSP Booster Shots?]
Hendrik DeVries x2 [**Morgan's Psych Evals**, Subject for quarantine.]

HARDWARE LABS

Hope Ellis x2 [You're my only Hope, Demo Delay]
Jorgen Thorstein x2 [My New Reployer, Part Requisition]
Thaddeus York x3 [Eyes and Ears, Did you lose this?, You're in Charge]
Group: Small Scale Testing x3 [You Win, **If you need supplies** , "Gloo" Test Results]
Ballistics Lab x2 [Unknown Material, Recycler Charge Fab Plan]
Clive Lawrence x3 [The Huntress is ready, Missing Operator Parts, RE: Fabricator Malfunction]
Mary Malinaro x2 [Warning! Radiation, Assassin League]
Franklin Goode x2 [RE: Bolt Effectiveness, Psychotronic Satellite]
Josh Dalton x2 [RE: Canceled Forever, RE: Workplace Greivance]
Lane Carpenter x2 [**Blackbox Shipment**, RE: FW: Thief]
Lorenzo Calvino x3 [RE: Custom Travel Mug, RE: Scale Modification Request, Looking Glass Technical Specs]
The Blackbox Project x2 [**Blackbox Project**, **Q-Beam Fabrication Plan**]

TALOS I EXTERIOR

Mikhaila Ilyushin x2 [RE: Have you seen Jean, See me]

PSYCHOTRONICS

Security Station x1 [Apprehending Dr. Gallegos]
Hans Kelstrup x4 [Time to talk, Tokaji's injury, Telepath rejection, Status report: Tokaji and 37]
Rory Manion x3 [RE: Mimic Theory, DomeTaker, Mystery Man]
Helen Barker-Combs x3 [Status report: 37, RE: 37 Suicide Watch Update, Encephalectomy]
Mitsuko Tokaji x2 [Didn't Taste Like Chicken, RE: Implant mirror neurons in Typhons?]
Annalise Gallegos x2 [Remember your mission, I'm an idiot]
Demian Linn x2 [RE: I'm an idiot, Mod Malfunctions]

G.U.T.S.

Eric Berger x1 [RE: G.U.T.S. – Subsection 19]
Laurel Davis x3 [Shield Generator Malfuction, Shut it down, RE: I'm Fine]
Security Station x2 [FW: Josh Dalton MIA???, Shield Generator Malfunction]
Cargo Processing x1 [Are you ready?]
Brittany Lavalley x1 [Shuttle Bay Access]

ARBORETUM

Alex Yu x4 [RE: Missing Keycard, RE: Rogue Operator, No Subject, Results of Morgan Eval]

CREW QUARTERS

Security Station x4 [Intruder, A Basement in Space, Not Sparkling, **New Gym Code**]
Alex Yu x4 [Trouble with Ilyushin, No Subject, Security Footage, Mikhaila Follow-Up]
Sarah Elazar x4 [Need Security Escort, Something's On the Station, Missing Keycard, Ilyushin]
Hans Kelstrup x2 [Canned Pears, ARN's]
Will Mitchell x2 [**Food request for Alex**, RE: EMOTE Upgrade]
Dayo Igwe x1 [RE: Meeting Gustav]
Mikhaila Ilyushin x3 [We Should Meet Soon, Volunteer Data Access, RE:Door sensors in Psychotronics]*
Sylvain Bellamy x1 [Morgan's Solutions]
Jorgen Thorstein x2 [My New Reployer, Part Requisition]
Danielle Sho x3 [RE: My Password, Preparing for the Concert, Treasure Hunt]
Abigail Foy x5 [Where are you? Are you OK? Please be there, Come find me, RE: Treasure Hunt]
Emma Beatty x2 [**Personal Training Session**, Treasure Hunt]

* Mimic Matter required to enter Mikhaila Ilyushin's cabin.

DEEP STORAGE

Zachary West x2 [RE: Freaky B, Treasure Hunt]
Ivy Song x1 [Freaky B]
Danielle Sho x3 [No Subject, RE: Rogue Operator, Treasure Hunt]

CARGO BAY

Cargo Processing x1 [RE: RE: Are you ready?]
Gerald Wildman x2 [RE: Hazmat Transfer Today, Dr. Igwe Temporary Assignment]
Gus Magill x3 [Exterior Door Welded, RE: Unresolved G.U.T.S. Incident, Catastrophic Accident Report]

LIFE SUPPORT

Security Station x3 [Priorities…, Corrective Action, **Missing Engineer**]
Supply Depot x1 [Equipment Reminder]
Jean Faure x1 [Precautions and Thanks]
Price Broadway x2 [I care…, Working Under The Influence]
Abigail Foy x1 [Harvesting Protocols]

POWER PLANT

Emmanuel Mendez x2 [RE: The escape pods…, RE: Duncan]
Duncan Krassikoff x2 [RE: Thought you should know, RE: Unauthorized Tech]
Matthew Connolly x4 [RE: Shipment Ready, RE: SuiTwo Test, RE: A little help, RE: DomeTaker]
Lan Nguyen x2 [You want in?, RE: Faulty grounding resistor]

SHUTTLE BAY

Security Station x1 [Help!]
Mia Bayer x3 [RE: Cut Off, Re-Stock, Windows]
Frank Jones x3 [Escape, RE: Lunch?, Pod Repairs]
Scott Parker x2 [Get your shit together, [Draft] Help]
Walther Dahl x1 [CAMAZOTZ]*

*= Will not spawn until Dahl reaches Talos I

TALOS I BRIDGE

Skye Braxton x1 [New People]
Penny Tennyson x3 [Where are you?, RE: Readings Around Talos, Izumi's Surprise Birthday Party]
Cptn. Jada Marks x2 [**Shuttle "Advent"**, Are you there?]

Quick Reference

Prism Master: The Starbender Cycle

While there are numerous books and magazines you can read on Talos I, reading all six volumes of The Starbender Cycle series nets you the Prism Master achievement/trophy. Use this list to track down the various copies. The locations of these books are also marked on maps in the walkthrough. There are three copies of each book, with the exception of Book 6. You only need to read one copy of each book to unlock Prism Master.

BOOK 1: THE DARKSTAR ANOMOLY

LOCATION	NOTES
Hardware Labs	Climb atop the Grav Shaft in the atrium and open the nearby maintenance access panel to access a duct. The book is stored in the duct, along with some other items.
Crew Quarters	Danielle Sho's cabin.
Deep Storage	At the top of the stairwell on Akande's desk.

BOOK 2: MY ENEMY'S ENEMY'S ENEMY

LOCATION	NOTES
Hardware Labs	Supply cage, beneath the Recycler and Fabricator; requires Leverage III to enter.
G.U.T.S.	Restroom within the Magnetosphere control room.
Crew Quarters	Jada Mark's cabin; must retrieve keycard from Jada Marks, on the Bridge, or Marietta Kyrkos in the Arboretum.

BOOK 3: SPATIAL DELIVERY

LOCATION	NOTES
Psychotronics	Women's locker room in Decontamination area.
Crew Quarters	Abigail Foy's cabin.
Cargo Bay	Cargo Shipment Control center, next to Gerald Wildman's workstation.

BOOK 4: BACKSTABBED IN THE FACE

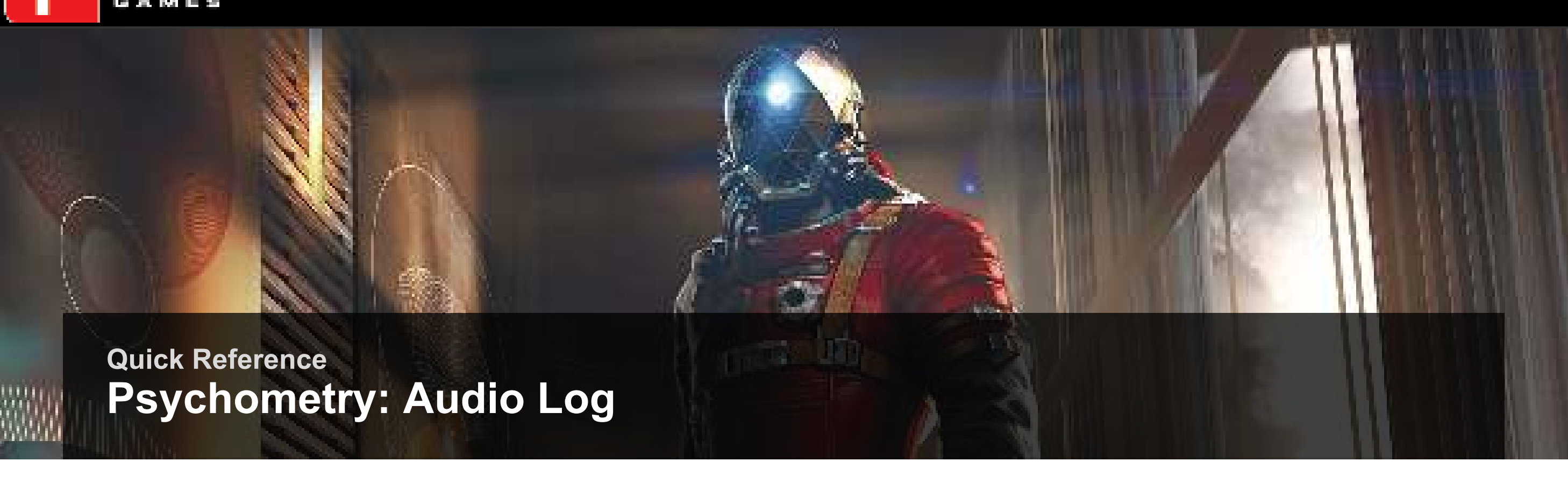
LOCATION	NOTES
Arboretum	On JFK Bench near the waterfall and Looking Glass Station.
Crew Quarters	Will Mitchell's cabin; receive keycard as part of The Cook's Request objective.
Life Support	Air Filtration Control Room.

BOOK 5: CROWN OF TUMBLEWEED

LOCATION	NOTES
Talos I Exterior	In cargo hold of Shuttle *Exalt*.
Cargo Bay	In supply room across from the Medical Bay.
Power Plant	Security booth near entrance.

BOOK 6: DARKSTAR RISING

LOCATION	NOTES
Crew Quarters	Alex Yu's suite; retrieve keycard from Alex Yu's Office safe, in Arboretum.



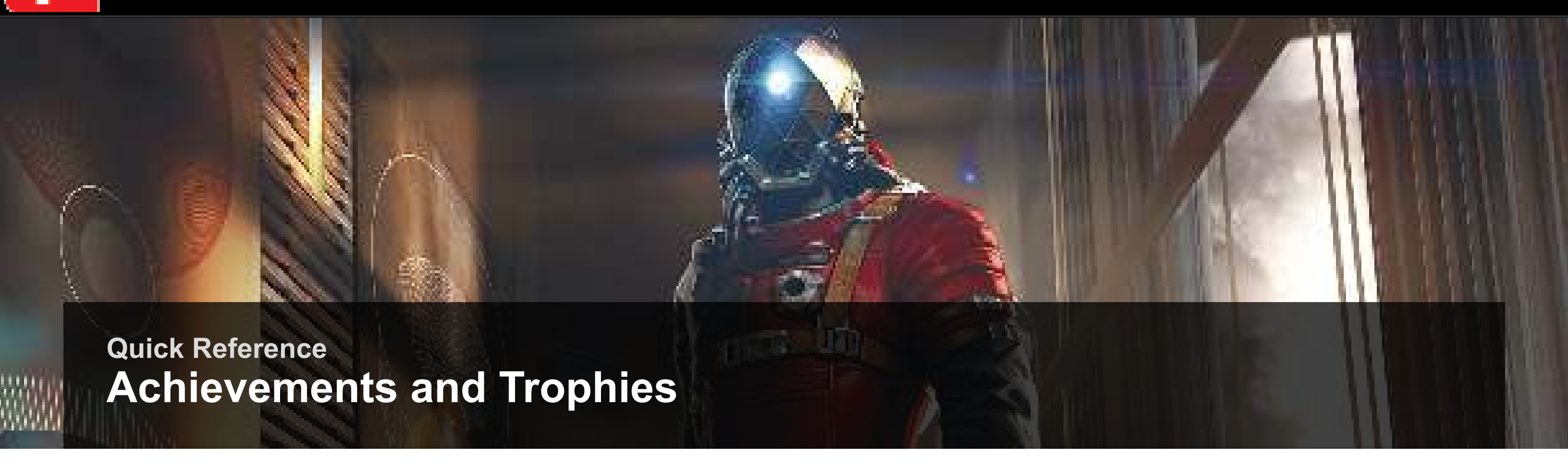
Quick Reference

Psychometry: Audio Log

Unlocking the Psychometry achievement/trophy requires you to listen to all audio recordings on Talos I. Recordings are usually stored on TranScribes retrieved from fallen crew members. But recordings can also be found in the Files tab of some workstations. Use this list to help you track the various recordings. The locations of these recordings are also marked on the maps in the walkthrough.

AUDIO LOG

RECORDING	FROM	TO	LOCATION	NOTES
NEUROMOD DIVISION				
Clean it Up	Marco Simmons	Alex Yu	Neuromod Division: Testing Rooms (Observation)	—
Someone's Coming	Robert Gage	Alice Aiken	Neuromod Division: Conference Room	—
Dr. Igwe's Wife	Marco Simmons	Halden Graves	Neuromod Divsion: Halden Graves' Office	—
Neuromod Secret Ingredient	Halden Graves	Alex Yu	Neuromod Divsion: Halden Graves' Office	—
TALOS I LOBBY				
This isn't a Drill	Galel Seif	Octavia Figgs	Talos I Lobby: Staff Lounge	—
Session Log: Dr. Calvino	Lorenzo Calvino	Mathias Kohl	Talos I Lobby: Trauma Center	Download from Mathias Kohl's workstation.
Session Log: Sarah Elazar	Sarah Elazar	Mathias Kohl	Talos I Lobby: Trauma Center	Download from Mathias Kohl's workstation.
Session Log: Danielle Sho	Danielle Sho	Mathias Kohl	Talos I Lobby: Trauma Center	Download from Mathias Kohl's workstation.
Morgan's Breakdown	Hendrik DeVries	Alex Yu	Talos I Lobby: Arboretum Foyer	Triggers Do No Harm objective.
Session Log: Morgan Yu	Mathias Kohl	Mathias Kohl	Talos I Lobby: Trauma Center	Retrieved from Mathia's Kohl's secret safe (Do No Harm).
HARDWARE LABS				
Don't Panic	Garfield Langly	Miyu Okabe	Hardware Labs: Atrium	—
Bring a GLOO Gun	Jorgen Thorstein	Thaddeus York	Hardware Labs: Demonstration Stage	—
TALOS I EXTERIOR				
First Thing Tomorrow	Lorenzo Calvino	Miyu Okabe	Talos I Exterior: Dr. Calvino	—
The Doctor is Out	Lorenzo Calvino	Miyu Okabe	Talos I Exterior: Dr. Calvino	—
It's Just in My Head	Mariana Arias	Mariana Arias	Talos I Exterior: Lobby section	—
Container Docking for Dummies	Grant Lockwood	Jessica Wiley	Talos I Exterior: Cargo Bay A	Will not spawn until you're ejected from Deep Storage.
Shuttle Exalt Mayday	Hunter Hale	Galel Seif	Talos I Exterior: Shuttle Exalt	—
Mayday: Bridge	Hunter Hale	Galel Seif	Talos I Exterior: Shuttle Exalt	—
Dr. Igwe's Last Words	Dayo Igwe	Dayo Igwe	Talos I Exterior: Dr. Igwe	Can only be obtained if you allow Dr. Igwe to die in container outside Cargo Bay.
PSYCHOTRONICS				
LG Touch Screen Calibration	Hans Kelstrup	Lorenzo Calvino	Psychotronics: Looking Glass Station	—
We Need to Talk About Annalise	Alex Yu	Hans Kelstrup	Psychotronics: Looking Glass Station	—
How You Holding Up?	Demian Linn	Rory Manion	Psychotronics: Labs B	—
Project Cobalt	Mitsuko Tokaji	Morgan Yu	Psychotronics: Mitsuko Tokaji's Office	—
The Volunteers	Annalise Gallegos	Hans Kelstrup	Psychotronics: Annalise Gallegos' Office	—
Mementos	Annalise Gallegos	Quinten Purvis	Psychotronics: Annalise Gallegos' Office	—
Million Dollar Caulk Gun	Kristine Lloyd	Jose Costa	Psychotronics: Material Extraction	—
G.U.T.S.				
Anders has the Key	Laurel Davis	Garfield Langly	G.U.T.S.: Magnetosphere Controls	—
Sting Operation	Josh Dalton	Josh Dalton	G.U.T.S.: Cargo Tunnel	Found on Josh Dalton's Body.
ARBORETUM				
Find Grant Lockwood	Sarah Elazar	Jia Kyung-Ho	Arboretum: G.U.T.S. Loading Bay	—
Three Taps of a Wrench	Lily Morris	Eddie Voss	Arboretum: Lobby Access	—
Hacking Into Deep Storage	Ivy Song	Zachary West	Arobretum: Deep Storage Access	—
The Golden Gun	Jada Marks	Marietta Kyrkos	Arboretum: Benath Alex's Office	Triggers Golden Gun objective.
Super Fruit	Julien Howard	Julien Howard	Arboretum: Looking Glass (Julien Howard's body)	—
I Keep Having This Dream	Morgan Yu	Morgan Yu	Arboretum: Alex's Office	Found in Alex's safe.
Just In Case	Alex Yu	Morgan Yu	Arboretum: Alex's Office	Must be retrieved from Alex's body; end game.
If Things Go Sideways	Morgan Yu	Morgan Yu	Arboretum: Alex's Bunker	Not accessible until end game.
CREW QUARTERS				
Bring Me Food	Quentin Purvis	Will Mitchell	Crew Quarters: Concierge	—
Happy Birthday Daddy	N/A	N/A	Crew Quarters: Recreation Center	Download from Earth Comms in Teleconferencing Booth.
Fatal Fortress 3	N/A	Abigail Foy	Crew Quarters: Recreation Center	—
Say Yes	Danielle Sho	Danielle Sho	Crew Quarters: Danielle Sho's Cabin	—
Dear Future Us 1	Danielle Sho	Danielle Sho, Abigail Foy	Crew Quarters: Danielle Sho's Cabin	Must repair Danielle Sho's TranScribe.
Dear Future Us 2	Danielle Sho	Danielle Sho, Abigail Foy	Crew Quarters: Danielle Sho's Cabin	Must repair Danielle Sho's TranScribe.
Get Out	Danielle Sho	Abigail Foy	Crew Quarters: Abigail Foy's Cabin	—
Calvino Notes 1	Lorenzo Calvino	N/A	Crew Quaters: Lorenzo Calvino's Cabin	—
Calvino Notes 2	Lorenzo Calvino	N/A	Crew Quarters: Lorenzo Calvino's Cabin	—
Calvino Notes 3	Lorenzo Calvino	N/A	Crew Quarters: Lorenzo Calvino's Cabin	—
Calvino Notes 4	Lorenzo Calvino	N/A	Crew Quarters: Lorenzo Calvino's Cabin	—
Surveillance Request: Annalise Gallegos	Alex Yu	Maliah Fowles	Crew Quarters: Habitation Pods	—
I Can Read Sheet Music	Danielle Sho	Skye Braxton	Crew Quarters: Habitation Pods	—
Birthday Tryst	Elle Gold	Lawrence Baxter	Crew Quarters: Habitation Pods	—
Operator Skillet	Danielle Sho	Will Mitchell	Crew Quarters: Will Mitchell's Cabin	—
Bang on the Window	Danielle Sho	Abigail Foy	Crew Quarters: Freezer	—
Abby isn't Answering	Danielle Sho	Emma Beatty	Crew Quarters: Fitness Center	—
Fatal Fortress 2	N/A	Abigail Foy	Crew Quarters: Fitness Center	—
Password Safety	Abigail Foy	Danielle Sho	Crew Quarters: Theater	—
CARGO BAY				
What is a Reployer?	Gus Magill	Lane Carpenter	Cargo Bay: Fuel Storage Bay	—
Alfred Rose's Orders	Alfred Rose	Sarah Elazar	Cargo Bay: Shipping and Receving	On catwalk outside Cargo Shipment Control Center.
Austin Cool's Orders	Austin Cool	Sarah Elazar	Cargo Bay: Shipping and Receiving	Retrieved from Austin Cool's body following his death or incapacitation.
A Commendation for Officer Hague	Sarah Elazar	Kevin Hague	Cargo Bay: Quartermaster's Office	—
Cargo Bay B Keycode	Darcy Maddox	Sarah Elazar	Cargo Bay: Quartermaster's Office	Retrieved from Sarah Elazar's body following her death or incapacitation.
Cargo Bay B Sitrep	Sarah Elazar	Sarah Elazar	Cargo Bay: Quartermaster's Office	Retrieved from Sarah Elazar's body following her death or incapacitation.
We Need Bigger Guns	Sarah Elazar	Alex Yu	Cargo Bay: Quartermaster's Office	Retrieved from Sarah Elazar's body following her death or incapacitation.
Leitner Music Sample	Dayo Igwe	Morgan Yu	Cargo Bay: Quartermaster's Office	Retrieved from Dr. Igwe's body following his death or incapacitation.
Parcel Not Delivered	Eric Berger	Ash Lasair	Cargo Bay: Cargo Bay B	—
LIFE SUPPORT				
Remmer isn't Remmer	Erica Teague	Sarah Elazar	Life Support: Main Lift Access	—
Particle Injector	Tobias Frost	Luther Glass	Life Support: Restroom	Found on Tobias Frost's body in duct.
I Saw Something	Mariana Arias	Jean Faure	Life Supprt: Air Filtration Control	—
Escape Pod Failure	Kirk Remmer	Alika James	Life Support: Escape Pods	Kill Kirk Remmer Phantom then retrieve TranScribe from remains.
The Drunk Tank	Emily Carter	Luther Glass	Life Support: Escape Pods	—
POWER PLANT				
Grounding Resistor	Lan Nguyen	Matthew Connolly	Power Plant: Grav Shaft corridor	—
Keycode Change: Parts Storage	Lan Nguyen	Duncan Krassikoff	Power Plant: Monitoring	—
Unconventional Leak Plugger	Matthew Connolly	Talia Brooks	Power Plant: Coolant Chamber	—
Reactor Divertors Delivered	Lan Nguyen	Nicholas Stillwater	Power Plant: Reactor	Found in Reactor chamber next to broken Divertor.
SHUTTLE BAY				
Smuggling Ring Confession	Eddie Voss	Lily Morris	Shuttle Bay: Sky Lounge	—
Shuttle Exalt Mayday	Hunter Hale	Galel Seif	Shuttle Bay: Pilot Lounge	Triggers Derelict Shuttle objective.
Mayday: Bridge	Hunter Hale	Galel Seif	Shuttle Bay: Pilot Lounge	—
They're Just Animals	Nils Kjaergaard	Mia Bayer	Shuttle Bay: Escape Pod Bay	—
It's Your Job to Know	Drew Springer	Frank Jones	Shuttle Bay: Escape Pod Bay	—
Can You Get to Us	Mia Bayer	Nils Kjaergaard	Shuttle Bay: Flight Control	—
Dahl's Orders	William Yu	Walther Dahl	Shuttle Bay: Command Shuttle	Only available once Dahl arrives on station.
TALOS I BRIDGE				
Shuttle Secret	Sarah Elazar	Matt Cothron	Talos I Bridge: Command Deck	—
Checking on an SOS	Alika James	Gerald Wildman	Talos I Bridge: Command Deck	—
Captain Marks' Dilemma	Jada Marks	Jada Marks	Talos I Bridge: Captain's Loft	Triggers Shuttle "Advent" objective.
The Golden Gun	Jada Marks	Marietta Kyrkos	Talos I Bridge: Captain's Loft	—
Full Evacuation	Jada Marks	Alex Yu	Talos I Bridge: Captain's Loft	—
MISC. RECORDINGS				
Leitner's Music Sample	Dayo Igwe	Morgan Yu	N/A	Received from Dr. Igwe at start of Gustav Leitner objective.
Satellite Signal: Attract Nightmare	January	Morgan Yu	Talos I Exterior: Psychotronics Satellite	Received during Mixed Signals objective; play to summon Nightmare.
Satellite Signal: Repel Nightmare	January	Morgan Yu	Talos I Exterior: Psychotronics Satellite	Received during Mixed Signals objective; play to repel Nightmare.



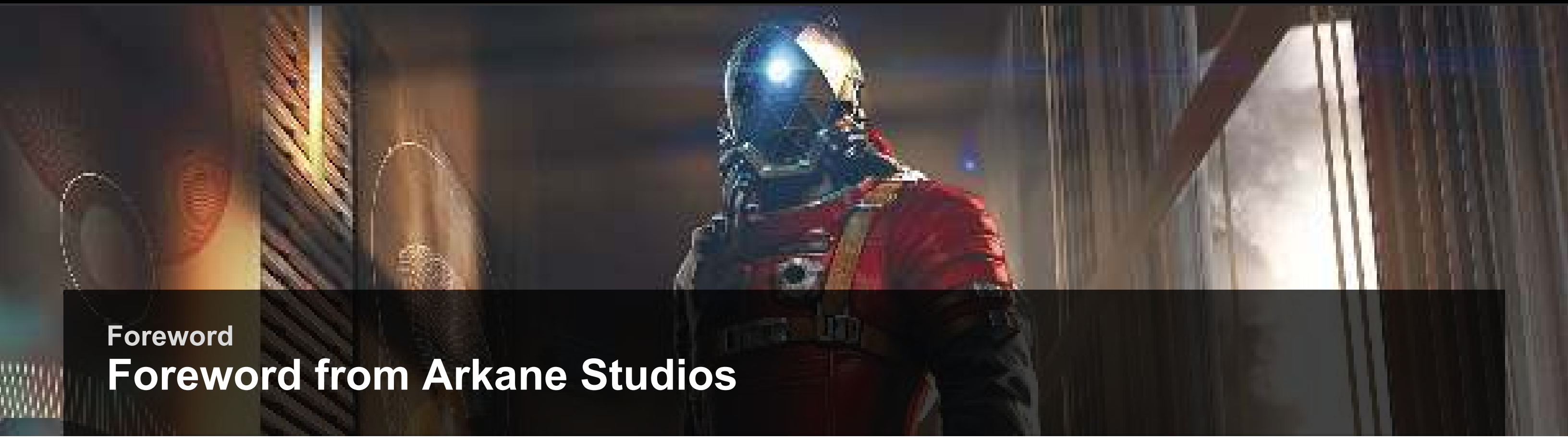
Quick Reference

Achievements and Trophies

Prey offers a variety of achievements and trophies, providing extra incentive to explore Talos I, collect items, and acquire abilities. While most of the achievements and trophies can be earned during one playthrough, Split Affinity requires you to play through the game twice—once with only human abilities and again with only Typhon abilities.

ACHIEVEMENTS/TROPHIES

IMAGE	NAME	DESCRIPTION	GAMERSCORE	TROPHY
COMBAT				
	I and Thou	You completed the game in the most empathetic way possible.	90	Gold
	Do No Harm	You completed the game without killing any Humans.	30	Silver
	I and It	You killed every Human on and around Talos I.	15	Bronze
	Mimic Massacre	You killed (5) Mimics in (5) seconds.	15	Bronze
	Dead Calm	You killed an enemy while using Combat Focus.	15	Bronze
ABILITIES				
	Know thine Enemy	You acquired a Typhon power.	10	Bronze
	Know thy Self	You acquired a Human ability.	10	Bronze
	Split Affinity	You completed the game once acquiring only Typhon powers and again acquiring only Human abilities.	90	Gold
	No Needles	You completed the game without ever acquiring any Typhon power or Human ability.	90	Gold
REPAIR				
	Engineer	You repaired at least (20) objects on and around Talos I.	15	Bronze
HACKING				
	Operator	You hacked at least (20) hackable objects on and around Talos I.	15	Bronze
MIMIC MATTER				
	Mimesis	You mimicked a Mimic.	15	Bronze
	Shapeshifter	You mimicked (20) or more unique objects.	15	Bronze
MINDJACK				
	Deprogramming	You used Mindjack to free a mind-controlled Human.	15	Bronze
LIFT FIELD				
	Tee One Up	You killed an enemy while they were Lifted.	15	Bronze
KINETIC BLAST				
	Escape Velocity	You blasted yourself as an object for at least 20 meters while in normal gravity.	15	Bronze
PHANTOM GENESIS				
	It's Alive	You created a Phantom using Phantom Genesis.	15	Bronze
PHANTOM SHIFT				
	A Different Side of Yu	You scanned your Phantom Shift duplicate with the Psychoscope.	15	Bronze
PSYCHOSHOCK				
	Thoughts Can Kill	You killed a Human using Psychoshock.	15	Bronze
ELECTROSTATIC BURST				
	Ball Lightning	You used Electrostatic Burst to drop two or more Operators at once.	15	Bronze
ITEMS				
	TranStar Gourmand	You consumed one of every type of food and drink on Talos I.	15	Bronze
WEAPONS				
	Cold Dead Hands	You fully upgraded a weapon.	15	Bronze
	Reduce, Reuse, Recycle	You used a single Recycler Charge to recycle at least (20) objects.	15	Bronze
	Intrinsic Value	You recycled yourself.	10	Bronze
EXPLORATION				
	Missing Persons	You located all employees on Talos I.	30	Silver
	Press Sneak	You read all the e-mails on Talos I.	30	Silver
	Psychometry	You found and listened to all TranScribe recordings.	30	Silver
RANDOM/OBJECTIVES				
	No Show	You died to helicopter blades on your first day on the job.	10	Bronze
	Awkward Ride Home	You escaped Talos I aboard Dahl's shuttle with only Dahl.	15	Bronze
	Push the Fat Guy	You killed Alex.	15	Bronze
	Abandon Ship	You fled Talos I aboard Alex's escape pod before completing your mission.	15	Bronze
	Self-Incriminating	You found out what happened to Mikhaila's father and let her know.	15	Silver
	Brain Trust	You helped Igwe, January, and Mikhaila meet in your office.	15	Silver
	Dear Future Self	You found and listened to all the messages you left for yourself.	15	Bronze
	Best Served Cold	You killed Luka and avenged Abby.	15	Bronze
	Suicide by Proxy	You killed January.	15	Bronze
	Open Says She	You used Danielle's voice samples to access Deep Storage.	15	Bronze
	This Never Happened	You performed an apto-regressive neurotomy on Dahl.	15	Bronze
	Facsimile	You met January for the first time.	15	Bronze
	A Friend in Need	You recovered Mikhaila's booster shots and healed her.	15	Bronze
	Prism Master	You read the entire Starbender series and don't regret it.	15	Bronze
	The Gates of Hell	You helped all Security Officers survive the Cargo Bay battle.	15	Bronze
	Adrift	You rescued Dr. Igwe from a cargo container.	15	Bronze
	Black Market	You found all the smuggler's dead drops.	15	Bronze
	You Rang?	You used the Psychotronics satellite to dismiss or summon the Typhon Nightmare.	15	Bronze
	Makeup Exam	You returned to the Sim Lab and completed the Room A, B, or C test.	15	Bronze
	Coffee Break	You found Dr. Calvino's secret stash.	15	Bronze
	Gift to the World	You found Gustaf Leitner's Connectome for Dr. Igwe.	30	Silver



Foreword

Foreword from Arkane Studios

It's the year 2032 and the mega corporations of Earth have set their sights on space. With ties that reach back to President Kennedy and the space race, the Talos I research facility is the home of history's greatest scientific breakthrough: the discovery of an extraterrestrial species, called "Typhon" by the scientists studying the strange creatures. After years of political turmoil and changing hands, Talos I fell into the private ownership of the TranStar corporation, which has been studying the Typhon species in the hopes of furthering the advancement of mankind.

But things have gone horribly wrong. The Typhon have broken containment and spread through the station at an alarming rate, tearing through the crew members on board. Now it's up to you to stop the aliens in their tracks, save whoever is left, and prevent this menace from ever reaching Earth. As Morgan Yu, you'll have your wits, unique weapons and tools created by the staff of Talos I, and a whole host of unique alien abilities at your disposal. In your mission to put an end to the Typhon threat, you'll uncover the mysteries surrounding Talos I and the TranStar corporation's interest in the aliens.

It will be up to you how you choose to go about your task. The entire station (including the space outside of the station itself) is open to you from the start, provided you can find a way to access it. But with all the freedom of a true Arkane title comes a daunting task: determining the best way to help you progress through the treacherous, contiguous world of *Prey*. In this strategy guide, the team at Prima Guides will walk you through Talos I, show you the best paths through each mission, and break down the many weapons, gadgets and powers you'll have access to. No two players will have exactly the same Morgan Yu, but we want you to go into *Prey* with a good starting point as you begin to build the Morgan that suits your playstyle.

Think of this as your stepping stone into *Prey*. It will help guide you through Talos I, and reveal the station's many secrets, but every person who plays the game will have a different experience. It will be up to you to chart your own journey, fight the alien invasion and save humanity.

Foreword

Foreword from the Author

Thank you for purchasing this official game guide for *Prey*. As a huge fan of sci-fi/horror movies and games, I was ecstatic to have the opportunity to work on this book. If you're new to the game or genre, you're in for a real treat. *Prey* combines some of my favorite elements, mixing action and RPG gameplay with a rich story based on an alternative historical timeline. But even more compelling are the tough decisions the game requires of you, many with game-changing consequences. Will you play as the hero or the villain?

No project is without challenges, and *Prey*'s unique qualities required our full attention at every turn. Perhaps the trickiest aspect was applying a linear walkthrough structure to a game which encourages open-ended exploration. In the end, we developed a path which leads the player through each main story and optional objective while attempting to preserve the game's sense of freedom. The guide's maps presented another challenge, requiring us to identify and label a variety of key items. Fortunately, I was assisted by veteran mapper and long-time collaborator Loren Gilliland. Together, we scoured every inch of the game world in an effort to reveal every hidden weapon, keycard, and item aboard Talos I.

Following months of writing and gameplay, I still look forward to my next game of *Prey*, eager to experiment with different choices and abilities. Hopefully you feel the same way after your first completion of the game. So dim the lights and crank up the volume. Oh, and remember, not everything is as it seems.

—David Knight

Weapons and Gear

Introduction

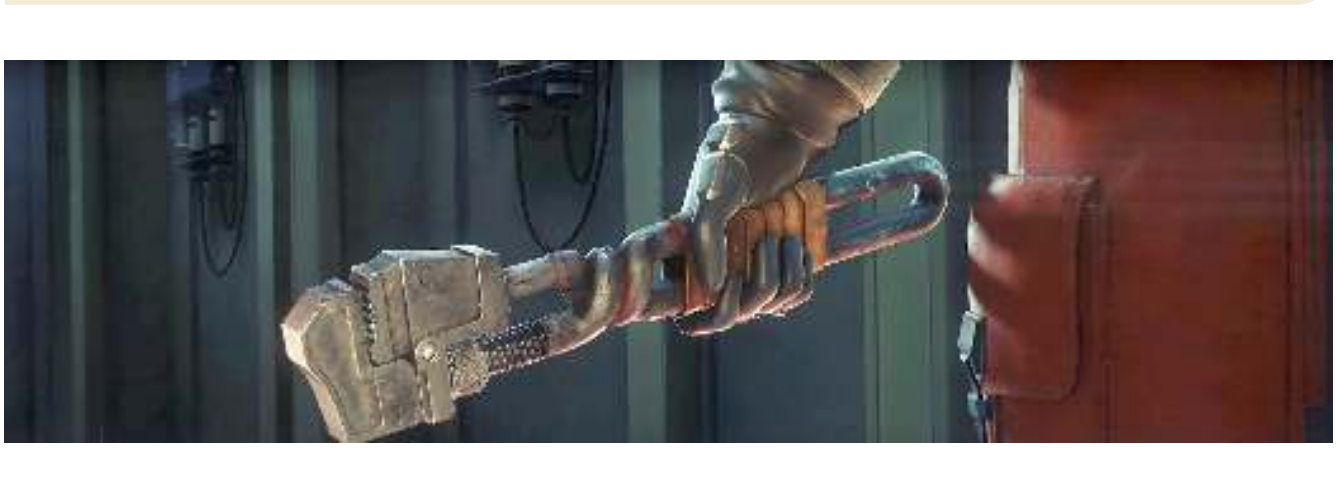
Surviving the Typhon outbreak on Talos I requires quick thinking and never-ending resourcefulness. Fortunately, the space station is packed with a variety of weapons and gear you can harness to greatly improve your chances of survival.

Weapons and Gear

Weapons

Weapon selection on Talos I ranges from primitive to high-tech. Getting the most out of each weapon requires a greater understanding of its functionality and capabilities. Some weapons can be upgraded by applying Weapon Upgrade Kits (upgrades improve a weapon's baseline stats). However, not all upgrades are readily available. Advanced upgrades require the Gunsmith I, Gunsmith II, Lab Tech I, and Lab Tech II abilities. Also, duplicate weapons can be dismantled to retrieve spare parts or recycled to acquire mineral and synthetic materials.

WRENCH



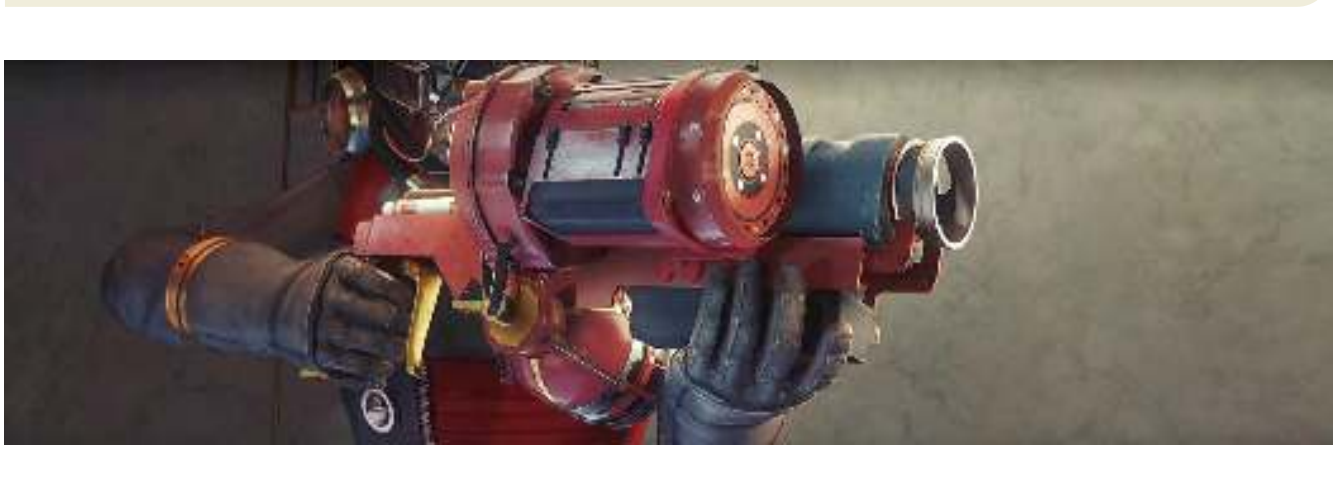
Damage	11-22
Weapon Size	2 Inventory Slots
Description	
Hephaestus "Hefty" Twist and Loop Handle Industrial wrench. A flexible and indispensable tool for various engineering jobs. Also an effective improvised bludgeon.	

FIELD NOTES

The wrench is arguably the most versatile tool aboard Talos I. Not only can it be used to repair electrical junctions, turrets, and other mechanical objects, but it can also be wielded as a particularly effective melee weapon. Damage dealt by each strike of a wrench is dictated by the power of the swing—hold down the Attack button to wind-up for a powerful swing. Or simply tap the Attack button for faster, but weaker, melee attacks. Repeated swings will deplete your stamina, so make each hit count to avoid getting winded—stamina recovers steadily over time. The wrench can also be used to break items, such as display cases. This allows you to grab items behind glass, such as Neuromods and flowers.

This tool is first acquired in the Simulation Labs, found next to Patricia Varma's body. This tool is instrumental in escaping the lab and fighting off Mimics. Deploying the wrench as a weapon requires you to get close to enemies, putting you at risk. As a result, use it against enemies that charge toward you, such as Mimics and Greater Mimics. In a pinch, it can also be used against Phantoms—but it's best to immobilize a Phantom (and other enemies) with GLOO before moving in for a melee attack. GLOO Cannon/wrench combos are extremely effective for taking out weaker enemies during early Typhon encounters. Unlike some weapons, the wrench cannot be upgraded.

GLOO CANNON



Incapacitation Rate	100%
Handling	33%
Range	9 meters
Reload Speed	100%
Ammo	GLOO Canister
Weapon Size	3 Inventory Slots
Description	
The Gelifoam Lattice Organism Obstructor fires a quickly stabilizing stream of incapacitant foam that can block or subdue targets.	

UPGRADES

Given the GLOO Cannon's versatility, it's well-deserving of your acquired Weapon Upgrade Kits. Focus on upgrading the weapon's incapacitation rate, range, and reload speed first. At your earliest convenience, use Neuromods to acquire the Lab Tech I and Lab Tech II abilities. This allows you to access the weapon's advanced upgrades. The same abilities are required to upgrade the Q-Beam, making it well worth the investment in Neuromods.

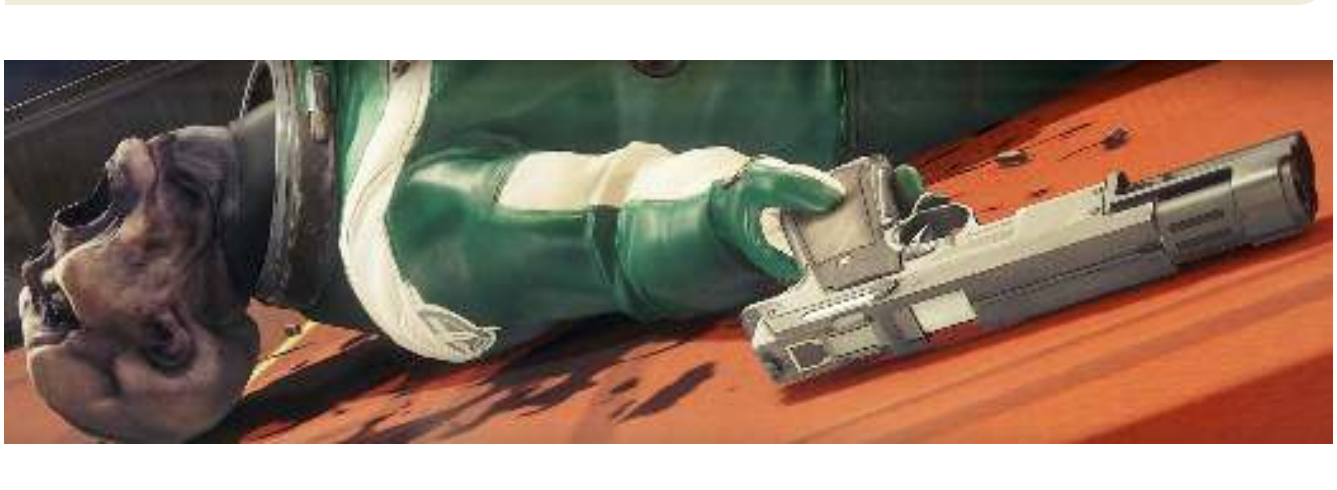
		Requires Lab Tech I			
Incapacitation Rate	120%	150%	180%	225%	
Handling	45%	60%	75%		
Range	12m	15m	18m	21m	24m
Reload Speed	120%	145%	175%		
			Requires Lab Tech II		

FIELD NOTES

The GLOO Cannon fires a proprietary foam-like substance which immediately hardens upon making contact with any object. As a result, this weapon has a variety of applications ranging from immobilizing enemies to creating climbable geometry, useful for reaching elevated areas. Fed by a canister, the weapon fires individual GLOO deposits in rapid succession—simply hold down the trigger to unleash a barrage of GLOO. Initially, the GLOO Cannon has very limited range, making it most effective in close quarters. Targeting Typhon organisms with GLOO greatly reduces their mobility, and in some cases, freezes them entirely, albeit temporarily. GLOO can also be used to smother damaged electrical junctions, temporarily preventing them from spewing arcs of lethal electricity—this buys you time to pass the hazard or conduct repairs.

First obtainable in the Neuromod Division's foyer, next to Veer Singh's body, the GLOO Cannon proved vital during the early moments of the Typhon outbreak on Talos I. Station personnel used GLOO Cannons to immobilize Typhon organisms and create makeshift barricades. Ultimately, the GLOO Cannon lacked the lethality necessary to stop the Typhon threat from spreading. Therefore, use the GLOO Cannon to immobilize threats like Mimics and Phantoms, then follow up with lethal attacks from other weapons—or simply run away while the Typhon organism is encased in GLOO.

SILENCED PISTOL



Firepower	11
Magazine Capacity	15
Range	15 meters
Accuracy	60%
Ammo	9mm Bullets
Weapon Size	2 Inventory Slots
Description	
Throne PPN light-duty pistol fires 9mm rounds and features an integrated noise suppressor.	

UPGRADES

Don't use too many Weapon Upgrade Kits on the Silenced Pistol. It's best to save these kits for other weapons, like the superior Artemis Golden Pistol. Consider upgrading the weapon's firepower and magazine capacity once. Upgrades to the weapon's range and accuracy are less noticeable given tight confines of the station. The Gunsmith I and Gunsmith II abilities are required for more advanced upgrades.

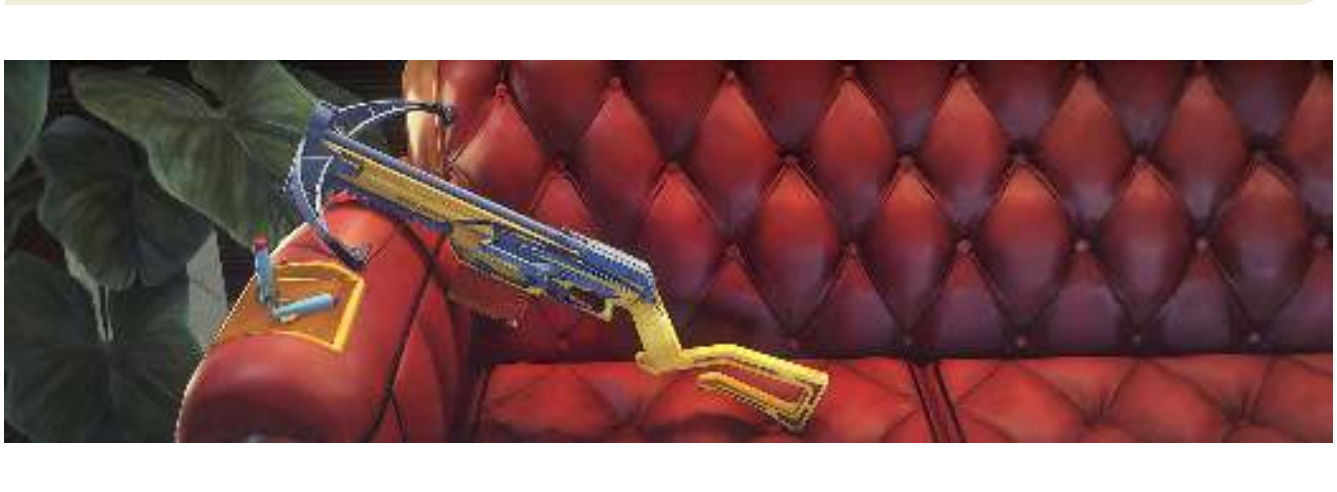
		Requires Gunsmith I			
Firepower	12	13			
Handling	17	20	23	27	
Range	20m	25m	30m	35m	
Reload Speed	65%	70%	75%	80%	85%
			Requires Gunsmith II		

FIELD NOTES

The Silenced Pistol is the standard-issue duty weapon carried by all Talos I security officers. As a result, it is the most common firearm found on the station. The pistol fires suppressed 9mm rounds designed to harm (and potentially kill) human targets. However, the PPN has proven rather ineffective against the Typhon scourge—complaints of the weapon's poor stopping power are common among surviving Talos I personnel. But what the pistol lacks in damage output it somewhat makes up for in stealth, rate of fire, and diminished recoil. The weapon's integrated suppressor significantly reduces the audible report of each shot, ideal when attempting to avoid detection. Light recoil allows for quick and surprisingly accurate follow-up shots.

This weapon is first encountered in the Talos I Lobby, next to Elias Black's body in the Teleconferencing Center. It is later found on (and next to) the bodies of other Talos I security officers and within most security booths. The weapon is most effective when engaging Typhon organisms with limited health, such as Mimics and Cystoids. Its large magazine capacity and high rate of fire also make it handy for dispatching elusive Poltergeists—hit these enemies repeatedly, even after they disappear.

HUNTRESS BOLTCASTER



Ammo	FlexiFoam Bolts
Weapon Size	2 Inventory Slots
Description	
Harke, traveller! Thine olde enemie, the knave, stands no chance against thee now! For thou hast the trusty Huntress at thine side! Yea, verily, any who wouldst challenge thee shall be slain in hasty fashion, when the Huntress lets fly her FlexiFoam bolts with truest aim! Go forth, intrepid hero! (feedback/problems email mmalinaro@transtar.talos).	

FIELD NOTES

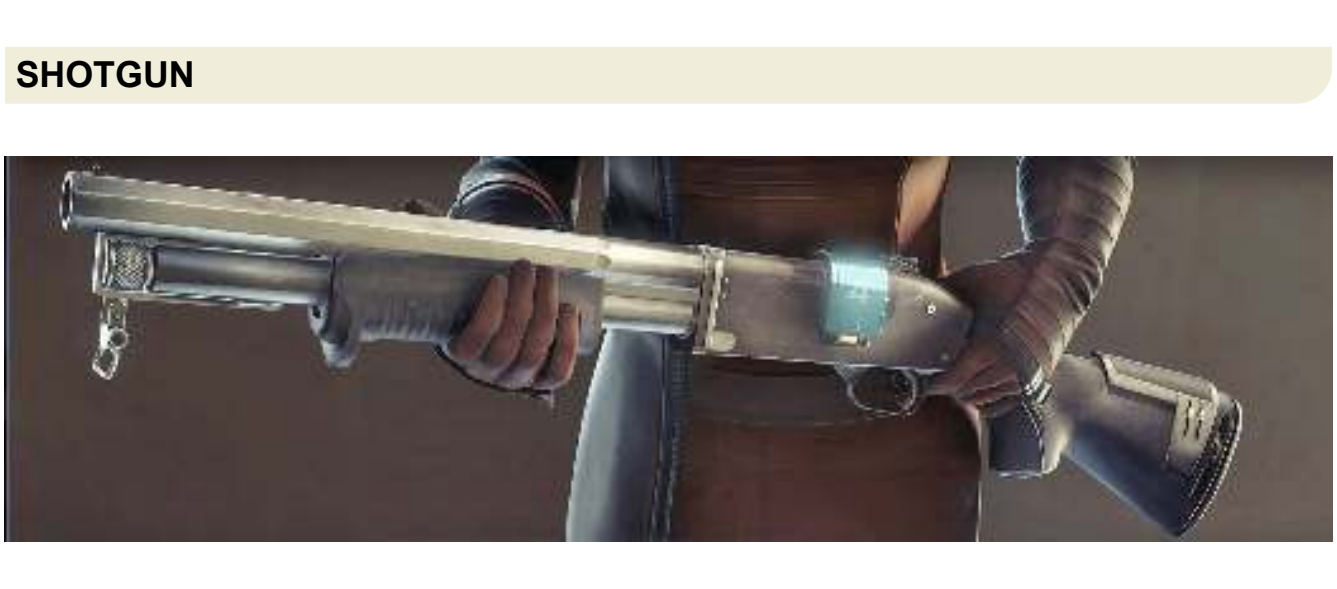
Life aboard a space station can get dull and repetitive. Enter the Huntress Boltcaster, a foam dart-firing toy gun which has garnered a huge following among Talos I's crew. These colorful toy crossbows can be found scattered around the station, along with their FlexiFoam Bolt ammo. While not a serious weapon, the Huntress Boltcaster can still be useful for hitting buttons and touch-screens that are out of arm's reach. If you prefer a stealthy approach while exploring the station, fire FlexiFoam Bolts to distract enemies, allowing you to sneak through infested areas undetected.

While these weapons are rather ubiquitous, you can first acquire the Huntress Boltcaster in the Sales Division office on the third floor of the Talos I Lobby. Mary Malinaro, from Psychotronics, has created and distributed fabrication licenses for the weapon and its ammo. These licenses can be downloaded from various workstations throughout Talos I. Avoid targeting Typhon organisms with this weapon, as you'll only draw their attention, prompting them to attack.

CYSTOID DIVERSION

Cystoids are drawn to movement. Fire FlexiFoam Bolts from the Huntress Boltcaster to lure Cystoids away from you. This works particularly well in microgravity environments.

SHOTGUN



Firepower	44
Recoil	100%
Ammo Capacity	4
Reload Speed	100%
Ammo	Shotgun Shells
Weapon Size	3 Inventory Slots
Description	
Throne S4 Tactical Pump Shotgun is designed to be used by security forces for maximum efficacy in close quarters.	

UPGRADES

Nearly all of the Shotgun's deficiencies can be addressed by applying Weapon Upgrade Kits. Start off by upgrading the weapon's low ammo capacity and reload speed. As you encounter tougher enemies, apply upgrades to firepower. If you continue to use the Shotgun regularly, invest in the Gun Smith I and Gun Smith II abilities. The upgrades available with Gun Smith II turn the Shotgun into an extremely deadly weapon capable of dishing out enormous damage. However, no upgrades improve the weapon's limited range.

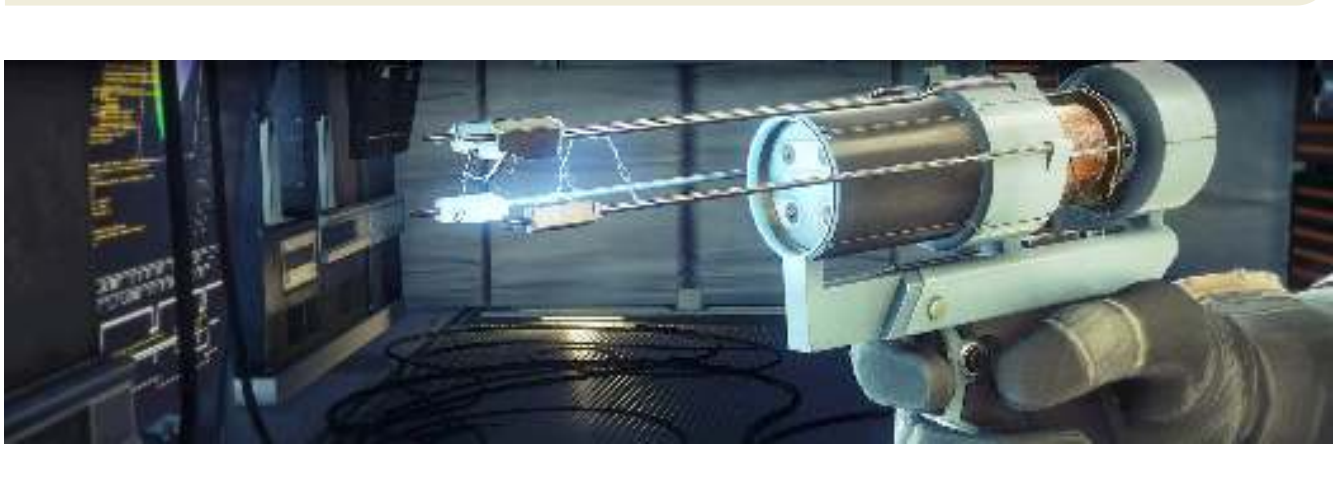
		Requires Gunsmith I			
Firepower	48	53	59	65	71
Recoil	75%	50%	10%		
Ammo Capacity	5	6	8	10	
Reload Speed	120%	145%	175%		
			Requires Gunsmith II		

FIELD NOTES

When it comes to close-quarter fighting, no weapon compares to the Shotgun. This is a standard pump-action tactical shotgun with a fixed, tubular magazine running beneath the barrel. Firing standard 12-gauge high-velocity shells, the weapon blasts lead shot over a wide area, dealing extreme damage at close range. However, damage drop-off is significant at ranges beyond a few meters. Furthermore, in its stock configuration, the weapon exhibits harsh recoil, making it difficult to keep the Shotgun on target when attempting a follow-up shot. Initially, the weapon also suffers from a relatively small magazine capacity and slow reloads—the weapon must be loaded manually, one shell at a time. Despite its shortcomings, the Shotgun is a top contender when it comes to taking down durable threats.

Like the Silenced Pistol, the Shotgun is a common firearm deployed by Talos I's security officers. Initially this weapon can be found in Sarah Elazar's office, in Talos I's lobby. But other Shotguns can be found throughout the station, usually stored in lockers within security booths. At close range, all it takes is one direct hit from the Shotgun to kill a Mimic. The weapon is also effective against Greater Mimics, Phantoms, Poltergeists, and Corrupted Operators. However, it's best to immobilize more durable enemies with GLOO before attacking with the Shotgun.

DISRUPTOR STUN GUN



Power	4 seconds
Range	7.5 meters
Shots	4
Recharge Rate	1.5 seconds
Ammo	Disruptor Batteries
Weapon Size	2 Inventory Slots
Description	
A hand-held electroshock weapon developed by Throne Tactical. The Disruptor immobilizes security threats by delivering a short-range electric current which is able to knock out human targets and temporarily disable organic enemies. Robotic enemies are damaged and temporarily disrupted.	

UPGRADES

The Disruptor Stun Gun is a specialized weapon, with limited application. So take that into consideration before applying Weapon Upgrade Kits (you should prioritize upgrades for other weapons first). When you do begin upgrading this weapon, focus on its range and shots—think of shots as the weapon's ammo capacity. Once you've acquired the Gunsmith I and Gunsmith II abilities, consider upgrading the weapon's power and recharge rate.

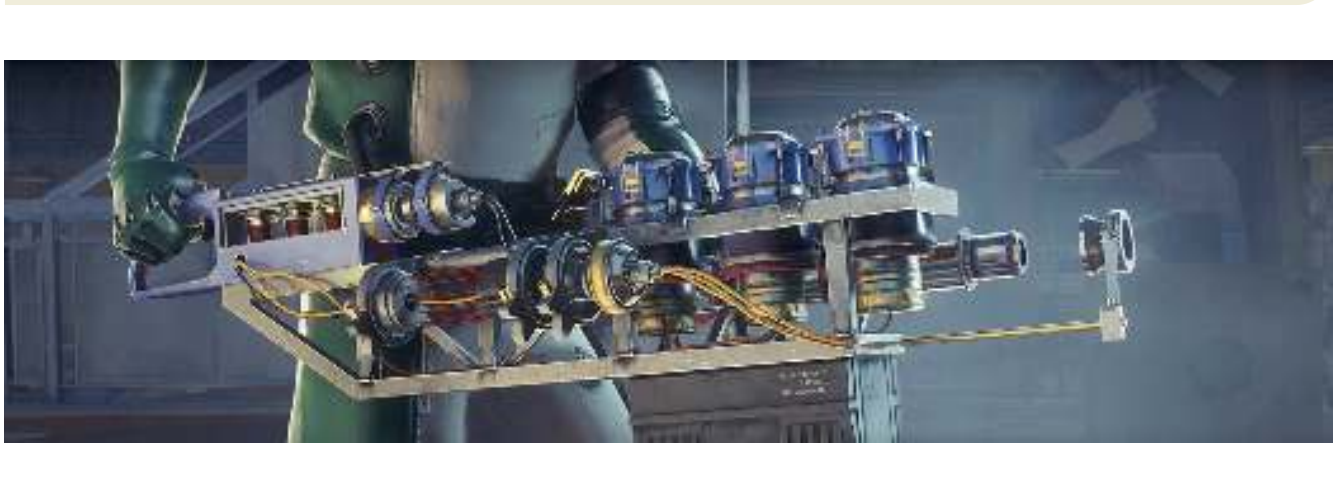
		Requires Gunsmith I			
Power	4.5s	5.25s	6.25s	7.5s	9s
Range	10m	12.5m	15m		
Shots	5	7	10	15	
Recharge Rate	1.25s	1.0s	0.75s	0.5s	0.25s
			Requires Gunsmith II		

FIELD NOTES

This is a unique electrical-based weapon capable of delivering an immobilizing jolt, effective against both organic and mechanical threats. Utilizing a compact, pistol configuration, the Disruptor Stun Gun is powered by replaceable batteries—search destroyed Operators for ammo. Hold down the weapon's trigger to charge the weapon and watch the meter on the back of the pistol to determine when the weapon is fully charged. Once charged, release the trigger to fire a bolt of electricity. Initially, this weapon has extremely limited range, requiring you to get dangerously close to targets. Furthermore, the time it takes to charge the weapon makes it a liability during dynamic combat situations. Therefore, it's best to use the Disruptor Stun Gun when sneaking up on unsuspecting enemies.

The Disruptor Stun Gun is less common than the Silenced Pistol and Shotgun, but remained popular with Talos I security forces prior to the Typhon outbreak. You can find these weapons on (or near) the bodies of fallen security officers—there's also one hidden in the Simulation Labs' debriefing room. The weapon is vital for incapacitating mind-controlled crew members, victims of Telepaths. It can also damage, and temporarily disable, Corrupted Operators and turrets.

Q-BEAM



Power	55 kW
Handling	15%
Firing Time	5 seconds
Reload Speed	100%
Ammo	Q-Beam Cells
Weapon Size	4 Inventory Slots
Description	
The TS-QPB-S11 Quasiparticle Beam is a prototype directed energy weapon. A stream of volatile quasiparticles causes rapidly cascading excitations in energetic systems of matter to the point of rupture.	

UPGRADES

As the most powerful weapon in your arsenal, waste no time upgrading the Q-Beam. Start by upgrading its power and firing time—this allows you to inflict more damage before a reload is necessary. Invest in the Lab Tech I and Lab Tech II abilities once you have the necessary Neuromods. This allows you to access the more advanced upgrades. Max out power and firing time before upgrading the weapon's handling and reload speed.

		Requires Lab Tech I			
Power	60kW	71kW	82kW	96kW	110kW
Handling	30%	50%	75%		
Firing Time	5.6s	6.7s	8s	10s	
Reload Speed	120%	145%			
			Requires Lab Tech II		

FIELD NOTES

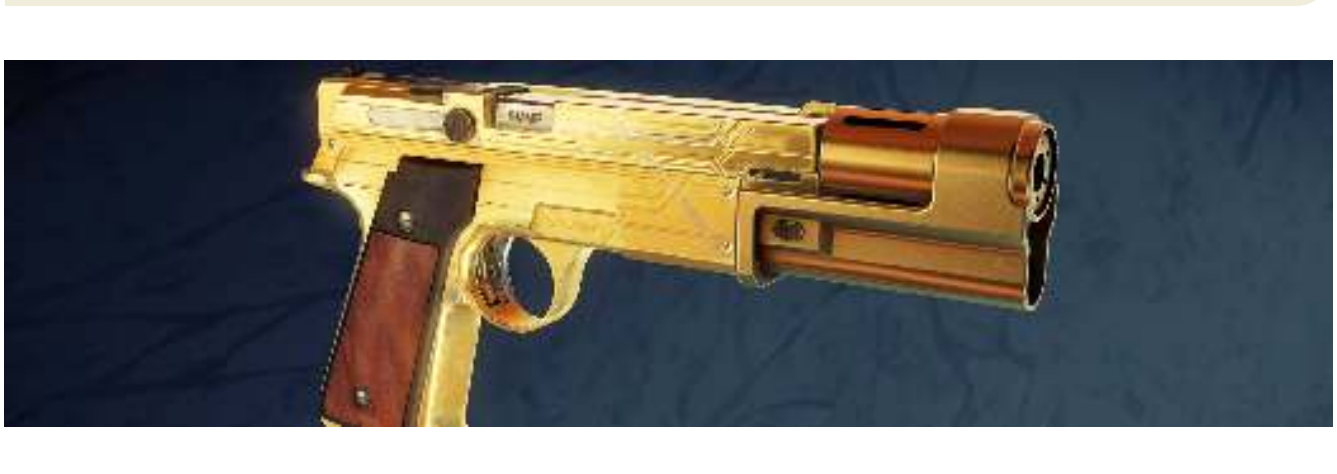
The Q-Beam is a powerful experimental weapon developed in Talos I's Hardware Labs. While the weapon is somewhat unwieldy in this prototype state, there's no denying its awesome power. Hold down the trigger to fire a green, concentrated beam of unstable particles into a target, eventually causing it to explode. While firing, make note of an enemy's health meter at the top of the HUD. As an enemy takes damage from the Q-Beam, their health meter fills with green energy, representing the unstable particles filling their body. When the health meter is completely green, the target explodes. Initially, the Q-Beam Cells used to power this weapon are extremely rare. They can sometimes be found on destroyed Operators. So use the Q-Beam sparingly until you can fabricate your own Q-Beam Cells. A fabrication license is located in Deep Storage, within the Command Center's safe.

Still in a prototype phase, Q-Beam weapons are quite rare aboard Talos I. Initially, one can be retrieved from the Beams and Waves Lab in the Hardware Labs. Once acquired, reserve the Q-Beam for the toughest Typhon threats you encounter, including Voltaic/Thermal/Etheric Phantoms, Telepaths, Technopaths, and Nightmares. Always make sure the weapon is fully loaded, then initiate attacks on these enemies by tossing a Nullwave Transmitter or EMP Charge before unleashing the power of the Q-Beam.

ELECTRICAL INTERFERENCE

Electric-based weapons like the GLOO Cannon, Disruptor Stun Gun, and the Q-Beam can be temporarily disabled by electrical attacks launched by Voltaic Phantoms and Technopaths. Use EMP Charges to temporarily prevent these enemies from using their abilities.

ARTEMIS GOLDEN PISTOL



Firepower	12
Magazine Capacity	15
Range	15 meters
Accuracy	60%
Ammo	9mm Bullets
Weapon Size	2 Inventory Slots
Description	
A gold-plated trophy pistol once belonging to the four-time world champion sport shooter, Seleth Rain. The champion visited Talos I to capture a connectome of his brain in the Neuromod Division. During his visit he was moved to present the pistol as a gift to Captain Jada Marks.	

UPGRADES

Any Weapon Upgrade Kits saved for the Silenced Pistol should be applied to the Artemis Golden Pistol instead. While both weapons are nearly identical, the Artemis Golden Pistol has greater firepower, both stock and when upgraded. In addition to focusing on firepower, upgrade the weapon's magazine capacity—the weapon can hold an impressive 27 rounds when fully upgraded. But you'll need to invest in the Gunsmith I and Gunsmith II abilities to access the weapon's advanced upgrades.

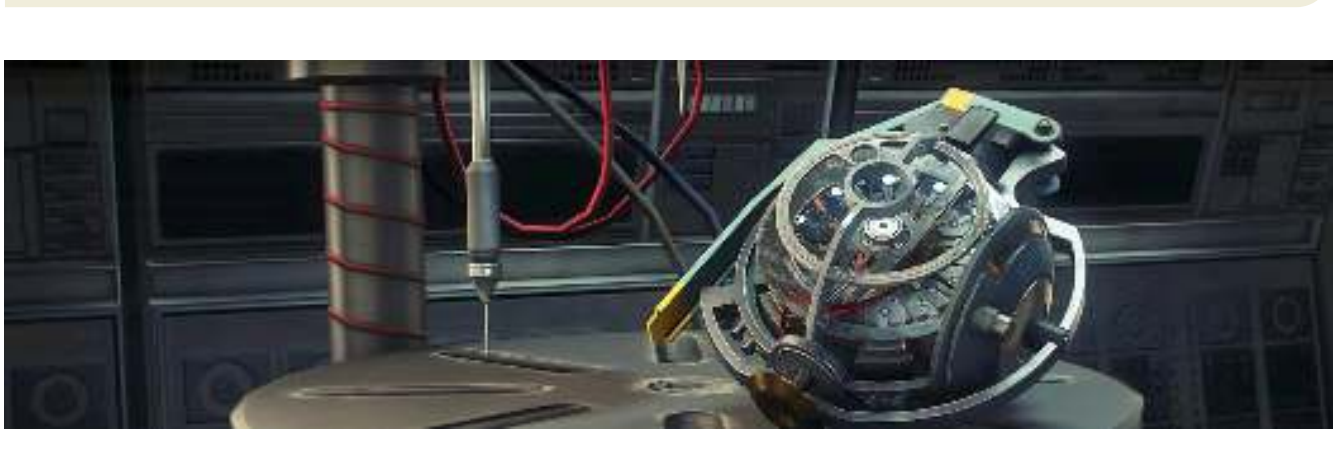
		Requires Gunsmith I			
Firepower	13	14			
Magazine Capacity	17	20	23	27	
Range	20m	25m	30m	35m	
Accuracy	65%	70%	75%	80%	85%
			Requires Gunsmith II		

FIELD NOTES

This gold-plated trophy pistol is essentially a modified version of the same PPN carried by Talos I security personnel. It benefits from slightly higher damage output and a shiny gold finish. Other than that, it performs identically to the Silenced Pistol. Once acquired, make this your primary sidearm and consider ditching the Silenced Pistol to save space in your inventory. Like the Silenced Pistol, this weapon is equipped with an integrated suppressor, perfect for staying stealthy.

The Artemis Golden Pistol belongs to Jada Marks. She keeps the weapon stashed in her cabin's safe, located in Crew Quarters—complete The Golden Gun optional objective to retrieve this unique weapon. Like the Silenced Pistol, this flashy weapon is most effective for taking out low-health enemies like Mimics and Cystoids. Once upgraded with a larger magazine capacity, it can also be used to take down Phantoms and Poltergeists.

EMP CHARGE

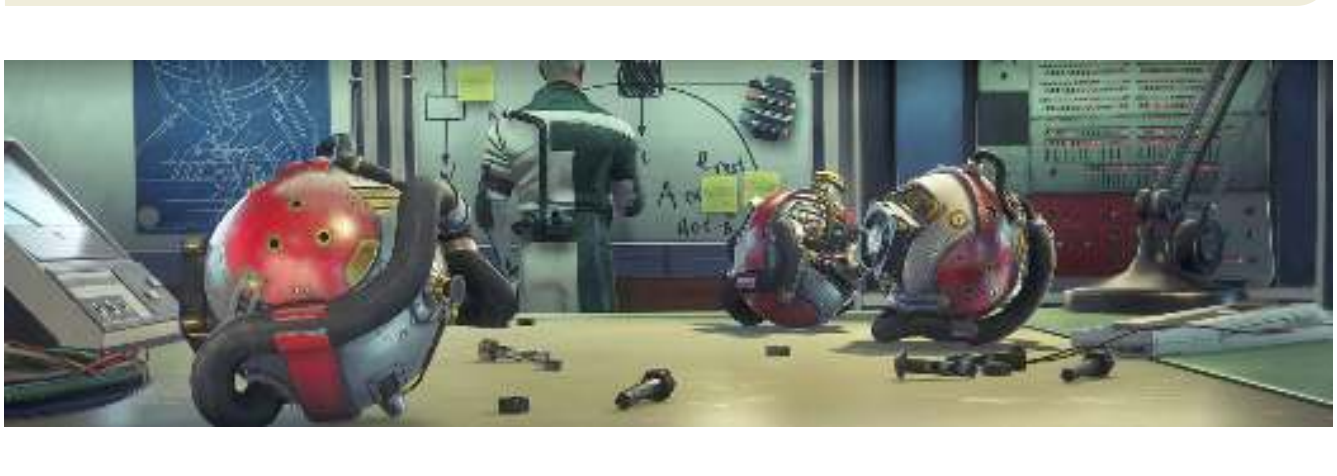


Weapon Size	1 Inventory Slot
Description	
Releases an electromagnetic pulse when detonated. Can be thrown or attached to surfaces.	

FIELD NOTES

The EMP Charge is a hand-thrown device with a time-delay fuse. It does not explode upon impact, allowing it be rolled or bounced off surfaces. Upon detonation, the charge emits a powerful electromagnetic pulse. While this pulse is completely harmless to organic entities, it wreaks havoc with electronic and mechanical equipment. This makes the EMP Charge ideal for temporarily disabling hostile turrets and Operators. The weapon is also effective against some Typhon, including the Voltaic Phantom and Technopath, temporarily preventing them from using their abilities. EMP Charges are rather common aboard Talos I, usually stored in labs—you can first acquire this device in the Hardware Labs.

RECYCLER CHARGE

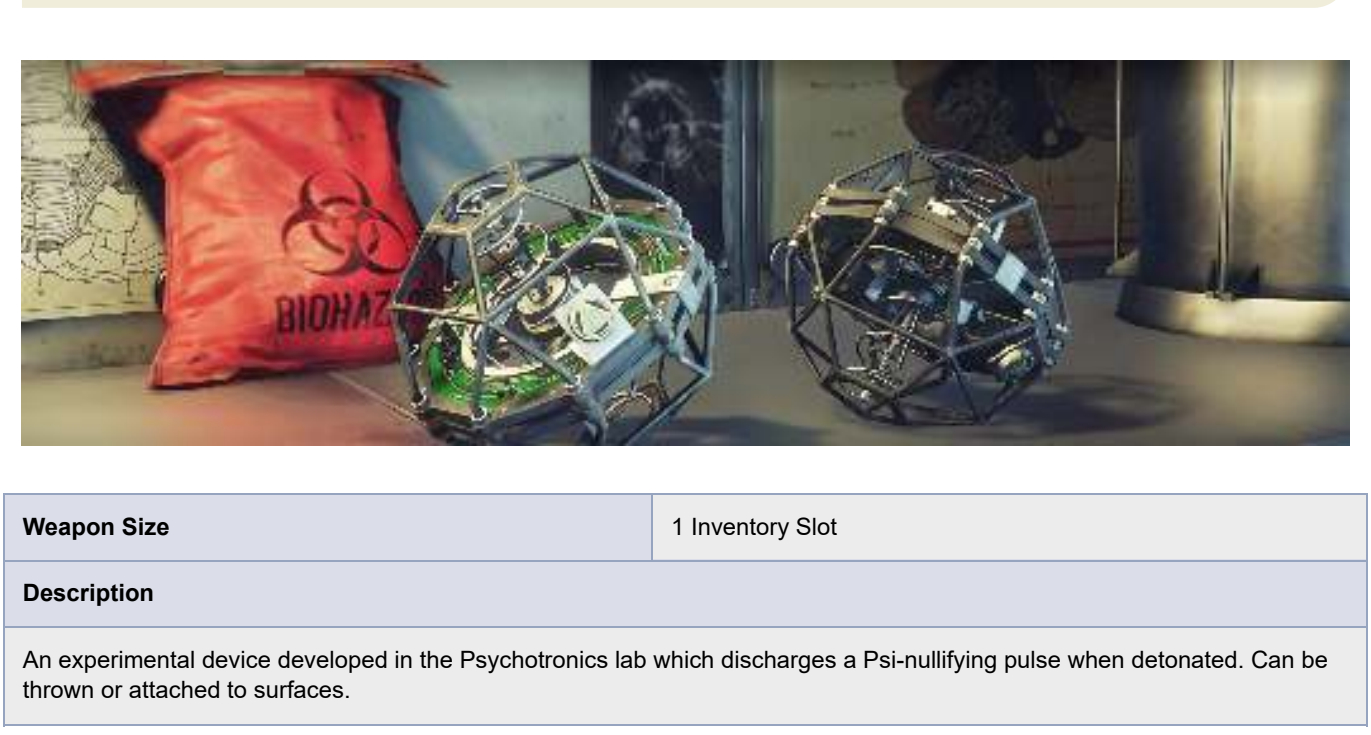


Weapon Size	1 Inventory Slot
Description	
A dangerous prototype device that attracts all objects within a short radius and recycles them into material fragments. Can be thrown or attached to surfaces.	

FIELD NOTES

Ongoing research in the Ballistics Lab (within the Hardware Labs) has led to the development of this unique and devastating weapon capable of converting objects into organic, mineral, synthetic, and exotic material fragments—think of it as a pocket-sized Recycler. Upon detonation, the Recycler Charge creates a miniature singularity, pulling nearby objects towards its center before exploding in a blinding light, leaving behind various material fragments. The singularity created by this device is powerful enough to pull in small objects and enemies, like Mimics, Cystoids, and Greater Mimics. But objects and enemies with greater mass can often escape the singularity's pull. Still, the resulting explosion has a large blast radius, breaking down anything caught within. Needless to say, exercise extreme caution when tossing these devices, particularly when operating near allies and friendly turrets—they have a tendency to bounce, so make sure it doesn't bounce back at you.

NULLWAVE TRANSMITTER



Weapon Size	1 Inventory Slot
Description	
An experimental device developed in the Psychotronics lab which discharges a Psi-nullifying pulse when detonated. Can be thrown or attached to surfaces.	

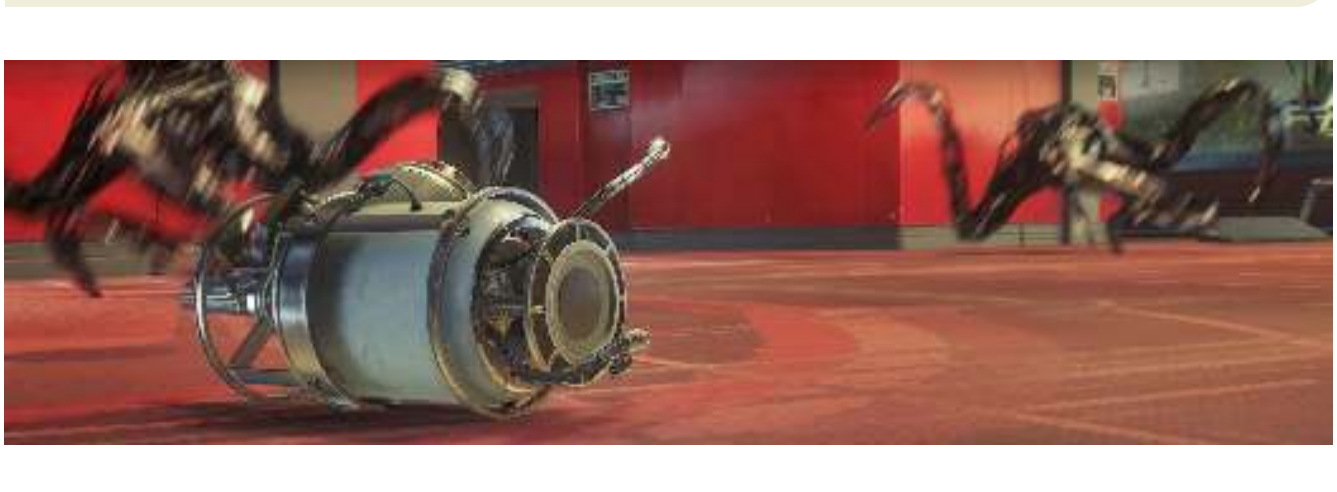
FIELD NOTES

The Nullwave Transmitter was created out of a need to counter powerful Psi abilities exhibited by Typhon entities within containment. Experiments in Behavioral Biometrics have shown Nullwave pulses are capable of temporarily suppressing these Psi abilities. This hand-thrown device emits a powerful Nullwave pulse upon impact, temporarily nullifying the Psi-based abilities of anyone (or anything) caught in its large blast radius. The device is particularly effective against Etheric Phantoms, Voltaic Phantoms, Telepaths, and Weavers. But it's important to note that this device inflicts no damage—it simply prevents Typhon from using their Psi abilities—so be ready to follow up with more lethal attacks. Robbed of their Psi abilities, Typhon tend to find other ways to attack, so stay on your toes. Just make sure you're clear of the Nullwave Transmitter's blast radius to prevent nullifying your own Psi abilities.

NIGHTMARE HUNTING

Nullwave Transmitters are essential when attacking Nightmares. This device temporarily cripples the Nightmare, preventing it from launching devastating attacks. While the Nightmare is stunned, attack with the Q-Beam. But be ready to toss a second Nullwave Transmitter if the Nightmare recovers.

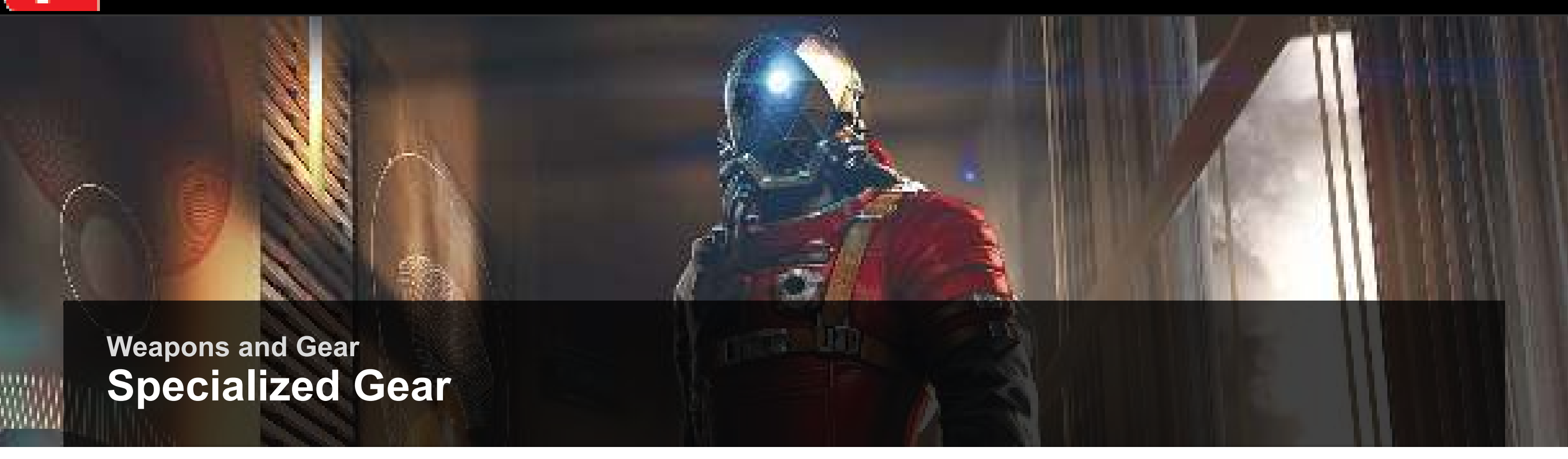
TYPHON LURE



Weapon Size	1 Inventory Slot
Description	
An experimental device developed in the Psychotronics lab which releases a psycholuminescent "nightlight" that attracts Typhon organisms. Can be thrown or attached to surfaces.	

FIELD NOTES

This device has been nicknamed the "Nightlight" by researchers in Behavioral Biometrics due to its soothing glow. When deployed, the Typhon Lure emits a visible pulse capable of attracting Typhon organisms. The pulsing light remains active for approximately 20 seconds, buying you ample time to sneak past distracted enemies. The device is also ideal for luring multiple Typhon organisms into ambushes. Use it to lure Mimics and other enemies toward turrets. Or toss a Recycler Charge at a large group gathered around a Typhon Lure to score multiple kills.

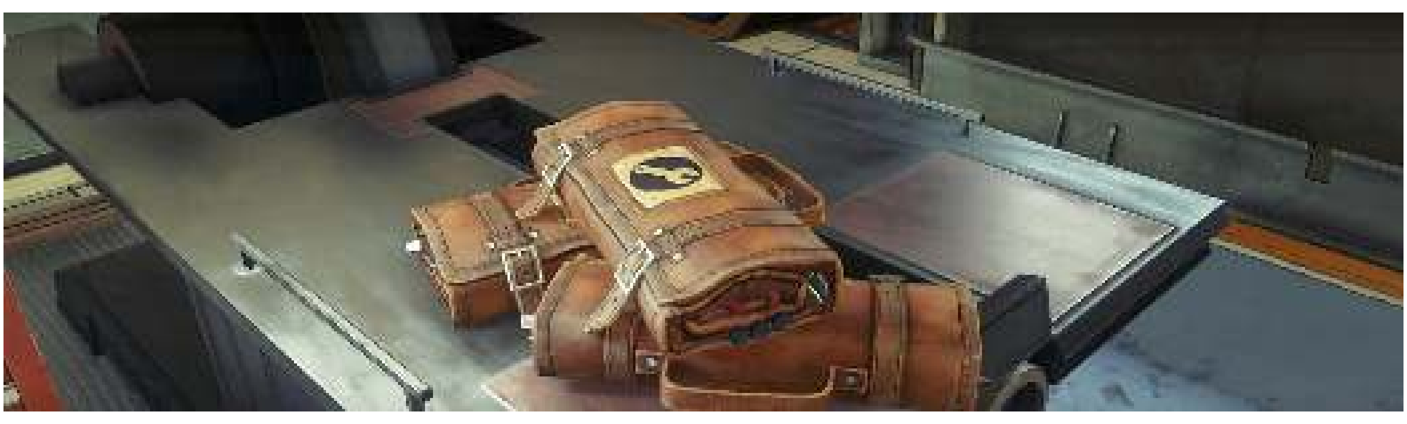


Weapons and Gear

Specialized Gear

Weapons aren't the only pieces of gear necessary to survive the Typhon outbreak on Talos I. These specialized items allow you to conduct repairs, upgrade weapons, navigate microgravity environments, and scan enemies.

SPARE PARTS

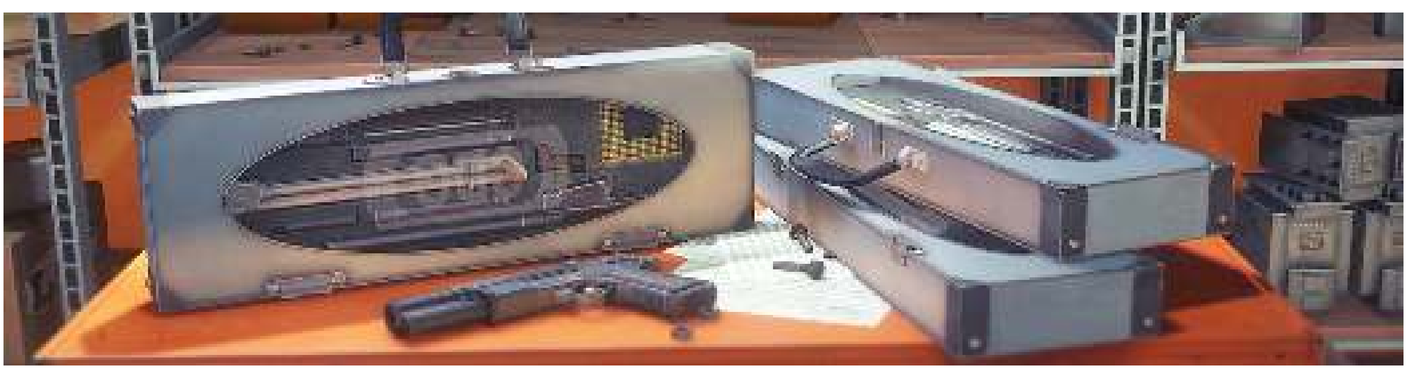


FIELD NOTES

Description
Universal components, cleaners, and adhesives used to make repairs.

As you begin to explore Talos I, you'll come across various spare parts. Unlike other items you discover, these items aren't junk. So seek out and retrieve these items as they allow you to repair various objects including turrets, electrical junctions, and breach failsafes. But acquiring spare parts isn't enough to conduct repairs. You'll also need to install Neuromods to acquire the Repair I and Repair II abilities. On average, you'll usually need 2-3 spare parts to repair a damaged object, so try to keep plenty on hand. While spare parts can be retrieved from storage areas and fallen crew members, they can also be harvested from destroyed Operators and inventory items if you possess the Dismantle ability.

WEAPON UPGRADE KIT

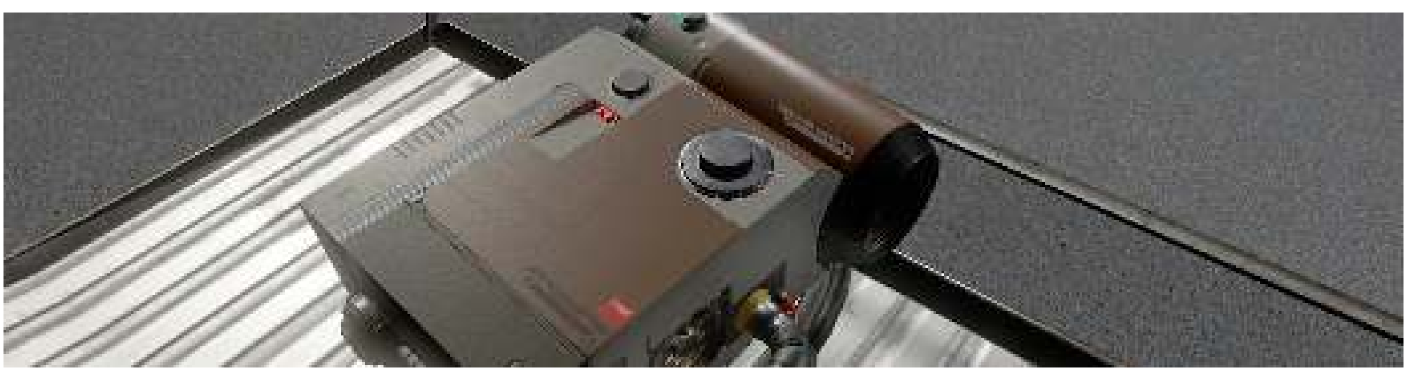


FIELD NOTES

Description
A programmable weapon modification device. Requires Gunsmith or Lab Tech ability for advanced upgrades.

Weapon Upgrade Kits are found throughout Talos I, allowing you to upgrade the performance of the Silenced Pistol, Shotgun, GLOO Cannon, Disruptor Stun Gun, Q-Beam, and Artemis Golden Pistol (the wrench and Huntress Boltcaster cannot be upgraded). Available upgrades differ from weapon to weapon, but generally provide boosts in damage output, magazine capacity, and handling characteristics. Apply upgrades through the TranScribe's inventory screen. Select the Weapon Upgrade Kit first, then move it over the weapon you wish to enhance, choosing to combine it. This brings up the weapon upgrade interface, allowing you to select which stat you wish to augment. One Weapon Upgrade Kit is required to acquire each upgrade. Initially, not all weapon upgrades are available, as indicated by lock icons. These locked upgrades require the Gunsmith I or Lab Tech I ability before they become available. More advanced upgrades require the Gunsmith II or Lab Tech II ability.

ARTAX PROPULSION SYSTEM

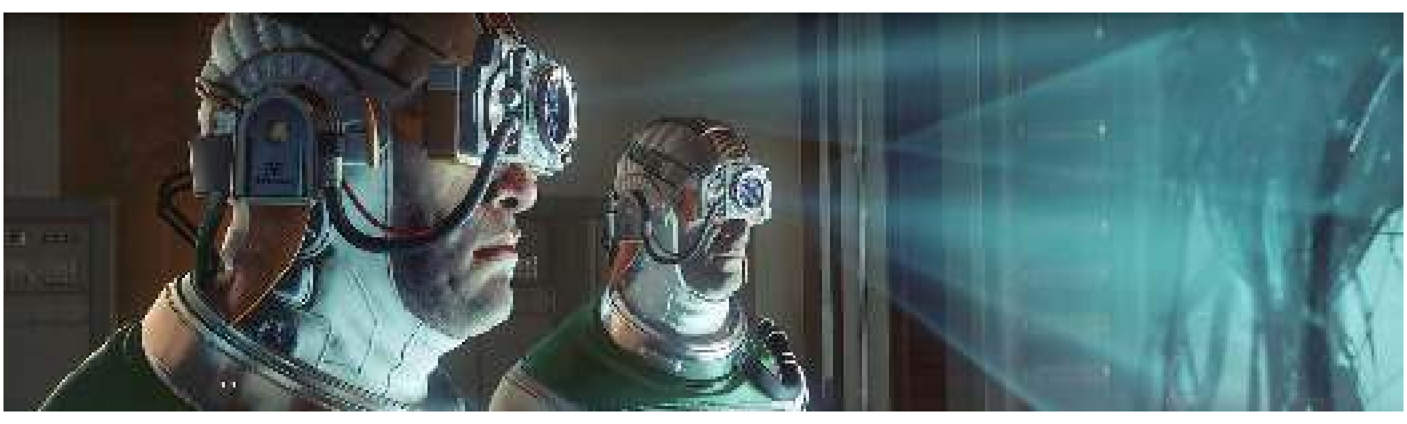


FIELD NOTES

Description
A propulsion module for microgravity maneuvering which can be attached to your TranStar uniform. Also assists with jumps in normal gravity.

Before performing your first spacewalk, you must first obtain this propulsion system. Fabrication plans for the Artax Propulsion System are located within the Hardware Lab's Machine Shop. Once the plan is acquired, you can create this propulsion system by using the nearby Fabricator. Unlike other pieces of gear, the propulsion system is permanently attached to your TranStar uniform, requiring no space in you inventory. While the propulsion system allows you to maneuver in microgravity environments, it also allows you to glide under normal gravity. Press and hold the Jump button/key to activate the propulsion system. This allows you to jump further as the system's thrust slows your descent. This is also vital when dropping from great heights—activate the propulsion system to prevent taking fall damage.

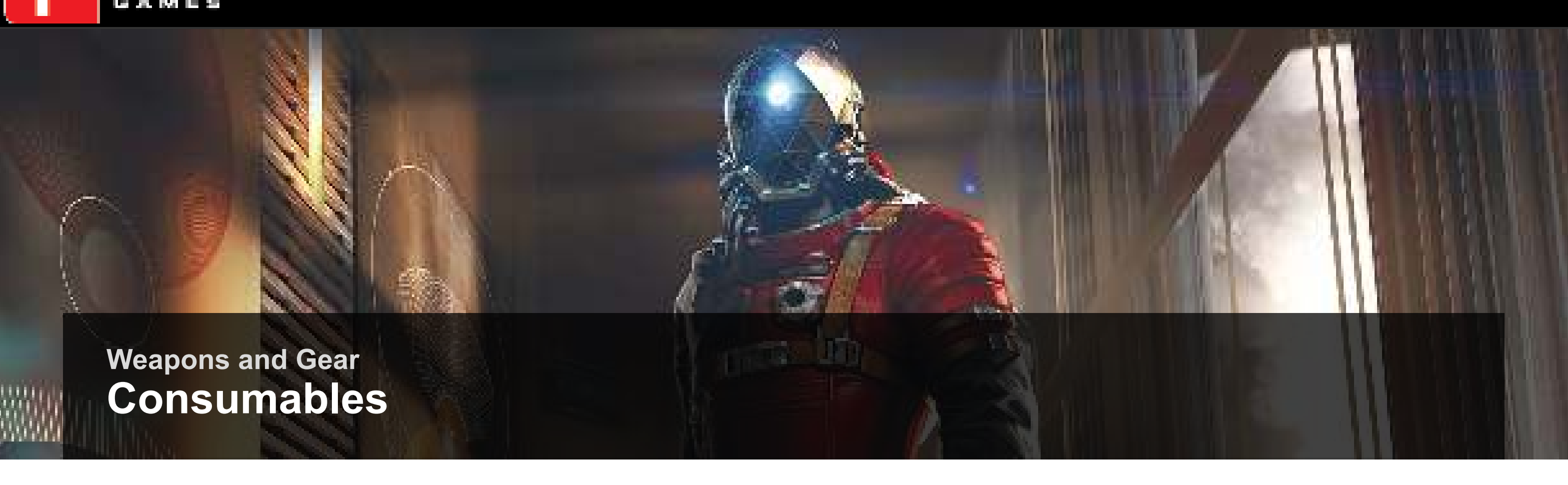
PSYCHOSCOPE



FIELD NOTES

Description
A specialized instrument for measuring paranormal brain activity. Also shields against some forms of psychic aggression.

The Psychoscope is a helmet-like instrument worn by TranStar researchers to study Typhon abilities in the Psychotronics lab. You can acquire the Psychoscope from Janos Joszef's body in the passage beneath the men's locker room before passing through the lab's decontamination chamber (a Psychoscope is required to enter decontamination). Activating the instrument limits your field of view, but allows you to mark and scan enemies as well as non-hostile entities, including humans, turrets, and Operators. Each new object scanned adds a new research entry to your TranScribe. Scanning Typhon organisms can also reveal new Typhon abilities. Once discovered, these Typhon abilities can be acquired by installing the requisite Neuromods. In most cases, you must scan multiple specimens of the same organism to complete its research and discover all of its abilities. So make an effort to scan each enemy you encounter until its research is complete. Beyond scanning enemies, the Psychoscope comes in handy for reconnaissance. The device automatically marks hostile units with a red icon, making fast-moving enemies, like Mimics and Cystoids, easier to track. The device also has a zoom function, allowing you to get a closer look at distant objects.



Weapons and Gear

Consumables

Whether seeking to acquire new abilities or simply replenish your health, there's a wide variety of consumable items aboard Talos I. While some of these items can be consumed directly from the Favorites Wheel, all can be applied through the TranScribe's inventory screen.

NEUROMOD

FIELD NOTES

Description
A device invented by TranStar that modifies a subject's brain in order to impart new skills, knowledge, and paranormal abilities.

TranStar's research aboard Talos I has led to the development of the Neuromod, a revolutionary device capable of instantly granting users new abilities. While still under preliminary testing, Neuromods have shown tremendous promise. However, there have been some recent setbacks involving the installation of Typhon abilities in human subjects—side effects include hallucinations and memory loss. Neuromods are extremely valuable and often secured in high-security areas, accessible by the station's most senior staff. But some Neuromods have trickled out of these secure lab settings and can be found stashed in various locations around Talos I. Go out of your way to retrieve as many Neuromods as possible, as they allow you to install new abilities. Access the TranScribe's Neuromod interface to select from a variety of abilities, nested within progression trees. Initially there are only three progression trees to choose from: Scientist, Engineer, and Security. But as you begin scanning Typhon organisms, the Energy, Morph, and Telepathy trees are revealed, allowing you to install newly discovered Typhon abilities.

NEUROMOD INSTALLATION

Consider your choices carefully before installing Neuromods—installation is permanent and cannot be reversed. Most abilities require the installation of multiple Neuromods, often requiring you to choose certain abilities over others. Take into account the type of character you want to create and invest Neuromods into abilities which will help you obtain your goals. Also, installing more than one Typhon ability makes you appear as a hostile to the station's security turrets.

MEDKIT

FIELD NOTES

Description
An auto-diagnosing first aid kit to recover from minor injuries.

Exploring Talos I isn't without peril. Along the way, you're likely to sustain injuries, harmed by Typhon organisms and environmental hazards. Fortunately, Medkits are relatively common, providing an instant health boost. These items are commonly stored in Medical Bays but can also be retrieved from supply crates and fallen crew members. The Favorites Wheel is the quickest way to apply a Medkit. Open the interface and simply press the button/key associated with the Medkit. Alternatively, Medkits can also be consumed through the TranScribe's inventory screen. Each consumed Medkit recovers 50 health, allowing you to partially recover. Be ready to apply Medkits as you sustain damage during combat. While accessing the Favorites Wheel or TranScribe's inventory screen, the action is paused. This allows you to heal and return to the action without missing a beat. It's a good idea to use a Medkit anytime your health drops below 50. If your health is above 50, heal by consuming food items—Medkits should be reserved for extreme health crises.

SUIT REPAIR KIT

FIELD NOTES

Description
A kit that repairs 25 damage to suit integrity.

In addition to protecting you from the extreme conditions of space, your TranStar uniform absorbs damage dealt by enemies and other hazards—think of your suit as a layer of armor. Over time, as you sustain damage, your suit becomes compromised. The more damaged your suit becomes, the less damage it absorbs, causing you to lose more health during attacks. If your suit sustains heavy damage, you will be unable to operate in microgravity environments. So keep a close eye on your suit's integrity meter in the bottom-left corner of the HUD. If your suit becomes damaged, use a Suit Repair Kit to fix it (Suit Repair Kits can only be applied from the TranScribe inventory). Each Suit Repair Kit increases your suit integrity by 25. Try to keep your suit integrity above 75 to decrease the amount of damage you take from enemies and other hazards.

PSI HYPO

FIELD NOTES

Description
A psychostimulant that increases the psychic potential of an individual when injected.

After acquiring the Psychoscope and scanning Typhon organisms, you can use Neuromods to install newly discovered Typhon abilities. Activating Typhon abilities consumes Psi energy, represented by the purple bar in the lower-left corner of the HUD. You can replenish your Psi energy by using Psi Hypos—each Hypo restores 50 Psi. Like Medkits, Psi Hypos are easiest to consume from the Favorites Wheel, but they can also be applied through the TranScribe's inventory screen. Psi Hypos are found throughout Talos I, with the heaviest concentrations appearing in medical bays. If you plan on using multiple Typhon abilities, keep a large supply of Psi Hypos in your inventory. However, if you have no intention of using Typhon abilities, you can simply ignore these items, saving inventory space for other gear.

OPERATORS

Before consuming Medkits, Suit Repair Kits, or Psi Hypos, try to find a nearby Operator. Medical Operators can heal you completely—just talk to them. Likewise, interacting with Engineering Operators results in instant repairs to your suit. Or talk to a Science Operator to completely replenish your Psi energy. Reserve your consumable items for instances when no friendly Operators can be found.

ANTI-RAD

FIELD NOTES

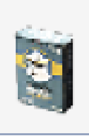
Description
A container of pills that removes accumulated radiation and radiation sickness.

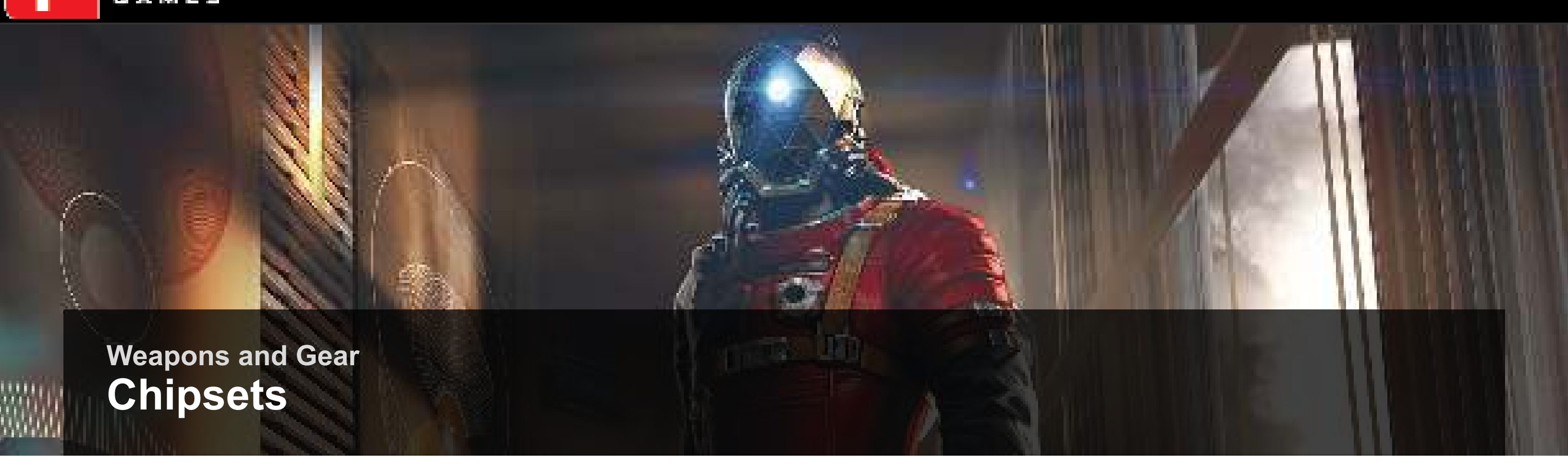
Radiation exposure occurs when operating near radioactive waste, Cystoids, and Cystoid Nests. Prolonged exposure to radiation can lead to radiation sickness, resulting in slow health regeneration, diminished stamina, and uncontrolled stumbling. Radiation sickness can only be cured by consuming Anti-Rad pills. These pills can be found while exploring Talos I. Or acquire a fabrication license and create your own. It's a good idea to keep at least two doses of Anti-Rad pills on-hand at all times.

FOOD

While there is a kitchen in Crew Quarters where fresh meals are cooked, many crew members aboard Talos I feed themselves with prepackaged food, snacks, and drinks. These food items can be consumed to replenish small amounts of health. Consider binging these items to replenish your health, particularly if Medkits are scarce. Food can be consumed from the TranScribes inventory screen. But you can also assign one food item to the Favorites Wheel, for easy access. However, be careful with alcoholic beverages—these drinks temporarily blur your vision and impair movement. The negative effects of alcohol can be nullified by installing the Hepatocytic Amp S-m186 chipset.

FOOD ITEMS

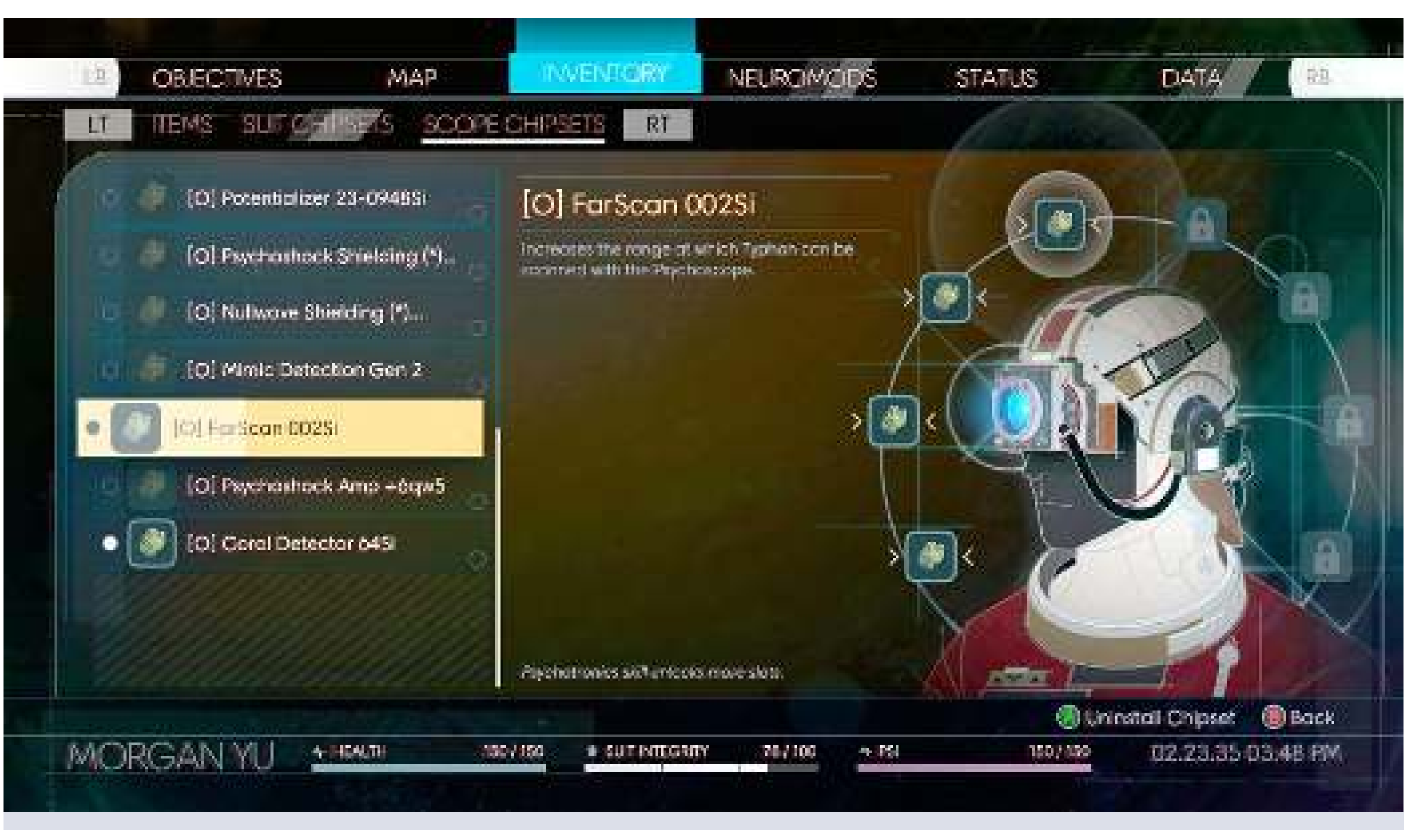
IMAGE	NAME	DESCRIPTION
	Big Bang Candy	A bag of Big Bang Candy.
	Captain Spree's Fish Sticks	A box of Captain Spree's Fish Sticks by TranStar Kitchens. Made with 100% Siskak Eel meat.
	Cold Mountain Green Tea	A refreshing can of cold-brew green tea by TranStar Kitchens.
	Crispy Frites	A box of crispy freeze-dried frites sprinkled with spicy "cosmic dust" by TranStar Kitchens.
	Dr. Howard's Growth Formula	An experimental growth formula developed by Dr. Julian Howard intended to increase yield and efficacy of TranStar's engineered fruit.
	Duck Beer	A can of Duck brand beer shipped to Talos I from Earthside.
	Glucassist!	A bag of emergency glucose.
	Green Beetle Gin	A bottle of dry juniper-flavored vodka in disguise.
	Jamon Tomato	A tomato engineered to taste like Iberian cured ham and thrive in conditions aboard Talos I.
	Jellied Eels	A tin of jellied Siskak Eels.
	Kafe Karsk	A can of Kafe Karsk by TranStar Kitchens
	Kings & Way Sparkling Wine	A bottle of sparkling wine shipped to Talos I from Earthside. Cures fear.
	Methuselah Apple	A shiny and crisp red apple engineered to thrive in conditions aboard Talos I.
	Moonshade Lemon	A lemon engineered to thrive in conditions aboard Talos I
	Old Sardar Bourbon	A bottle of barrel-aged American whiskey shipped to Talos I from Earthside. Cures fear.
	Ossetra Caviar	A tin of fine Caspian caviar shipped from Earthside.
	Pomegranate Moonshine	A bottle of TranStar Pomegrante Moonshine liqueur distilled on Talos I from Skyking pomegranates.
	PopStar	A can of PopStar energy drink by TranStar Kitchens.
	RanDom Dim Sum	A bowl of randomly selected dim sum by TranStar Kitchens. Every bowl is different.
	Russian Blinis	A box of traditional Russian Blini Cakes by TranStar Kitchens.
	Shaker Lemon Pie	A slice of Will Mitchell's homemade shaker lemon pie.
	Siskak Unagi Rollz	A box of frozen unagi rolls by TranStar Kitchens. Made with 100% Siskak Eel meat.
	Skyking Pomegranate	A blue pomegranate engineered to thrive in conditions aboard Talos I.
	Spiralite Cookies	A box of galaxy-shaped Spiralite cookies by TranStar Kitchens.
	Sunburst Banana	A pristine specimen engineered to thrive in conditions aboard Talos I and that never develops unsightly brown spots.
	Sunburst Banana Pudding	A bowl of creamy banana pudding made from Sunburst bananas by TranStar Kitchens.
	Sunburst Bananas	A bunch of Sunburst bananas engineered to thrive in conditions aboard Talos I.
	Sun-Dried Tomato Jerky	A bag of vegan jerky made from Jamon Tomatoes.
	Tamizdat Vodka	A bottle of vodka triple-distilled from potatoes grown in lunar soil and shipped to Talos I.
	Udon Noodles	A bowl of dehydrated udon noodles by TranStar Kitchens. Read your fortune at the bottom of every bowl.
	Veggie Blend	A bag of Veggie Blend instant powdered drink mix.



Weapons and Gear

Chipsets

Your TranStar uniform and Psychoscope can be upgraded with chipsets that provide various benefits, boosts, and protections. Once acquired, install these upgrades via the Suit Chipset and Scope Chipset pages within your TranScribe's Inventory tab. By default, your uniform and Psychoscope only have two slots each for chipsets. But new slots can be unlocked by investing in the Suit Modification and Psychotronics abilities, allowing you to benefit from an array of installed chipsets. Installing chipsets isn't permanent. In fact, it's a good idea to swap out chipsets on a regular basis, tailoring boosts and benefits to fit your current situation. For example, if confronted by a Thermal Phantom, equip the Thermal Shielding (*) 19.4GHz chipset to reduce the amount of damage you take from fire-based attacks. So each time you face a tough challenge, sort through your chipsets and install those that give you an advantage.



Apply the Suit Modification and Psychotronics abilities to increase the number of chipset slots available in your suit and Psychoscope.

SUIT CHIPSETS

NAME	DESCRIPTION
Adventurer's Toolkit v1.X*	Your Game Master is proud of you! As a reward, you get the following: Increased fabrication yield; Increased wrench critical hit chance; A more efficient flashlight; Crawl through tight spaces more quickly. Everything you need for a successful dungeon excursion. —A. Foy
ARTX Propulsion Gen 2	Adds a jet boost to the Artax Propulsion System.
ARTX Propulsion Gen 1	Increases the Artax Propulsion System's glide speed.
Backlash Reactor S-p58	Backlash has a chance to return damage to the attacker.
Battery Optimizer IMI7	Increases the battery life of the flashlight.
Beam Shielding (*) 19.4GHz	Reduces damage taken from laser attacks.
Care4Yu S-i34000x	Decreases the chance of trauma infliction.
Cell Refurb 00q-x1	Collect more Disruptor and Q-Beam ammunition from robotic corpses.
D.F.A.	Falling on an enemy or ally will damage them.
EMP Shielding (*) 19.4GHz	Decreases the effects of EMP damage on your suit and weapons.
Etheric Shielding (*) 19.4GHz	Grants resistance to ether damage.
fSlide infBS_99	Reduces damage sustained while sliding.
Game Master's Ire v1.X*	For shame, adventurer. Your reward for taking shortcuts in the treasure hunt is as follows: Reduced fabrication yield; Diminished flashlight capability; Reduced speed while crawling through tight spaces. Install this as your penance and remember valor above all else. —A. Foy
Grounding Resistor (*) 19.4GHz	Grants resistance to electric damage.
Heavy Gear Optimizer CRU	Increases movement and aiming speed while firing the GLOO Cannon or Q-Beam.
Hepatocytic Amp S-m186	Eliminates drunken effects of alcohol.
Impact Amp S-390	Wrench swings have a greater chance to knock back an opponent.
Impact Dampener CRU[v1]	Reduces damage taken from crashing during flight in zero-g.
INTegral Structor b5nm	Your suit is more resistant to environmental hazards that degrade its integrity.
Kinesthetic Assister CRU	Regenerates stamina more quickly.
Last Chance CoREV1	Blows that would otherwise kill you will leave you with one health instead. 5-second cooldown.
Leverage Assist CRU	Reduces the time it takes to pick up heavy objects.
PolyShield CRU	Grants increased protection against physical damage.
Prowl S-6400	Increases your movement speed while sneaking.
Radiation Shielding (*) 19.4GHz	Grants resistance to radiation.
Recycler Shielding (*) 19.4GHz	Specialized shielding makes you immune to recycler charges.
Thermal Shielding (*) 19.4GHz	Grants resistance to fire damage.
V-Amp .23	Performing a Sneak Attack restores some health.

* = associated with the Treasure Hunt optional objective

SCOPE CHIPSETS

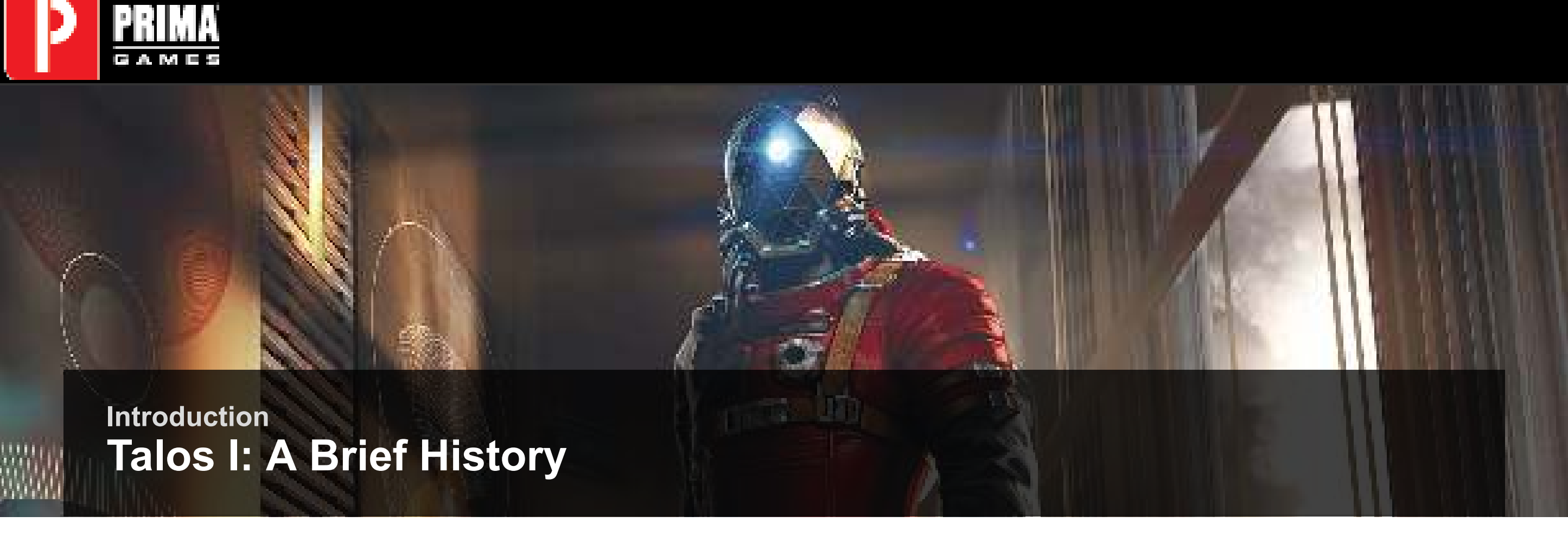
NAME	DESCRIPTION
Aggressor Amp 1337Si	Increases the damage of all Psi attacks by a small amount.
Coral Detector 64Si	Modifies the Psychoscope to be able to scan Coral.
Coral Psi Extractor (*) 21.4GHz	Regenerate Psi on contact with Coral.
Electrostatic Amp +6qw5	Boosts the amount of damage done by Electrostatic Burst.
ESP Targeting 163xf	Increases damage to marked enemies.
FarScan 002Si	Increases the range at which Typhon can be scanned with the Psychoscope.
Fear Reactor 0322Si	Upon killing a Typhon, there is a chance to trigger a Fear blast on other nearby Typhons.
Fear Shielding (*) 21.4GHz	Grants resistance to Fear.
Governor 1400Si	Increases the duration of Machine Mind and Mindjack abilities.
Kinetic Amp +6qw5	Boosts damage done by Kinetic Blast.
M3chT3ch dx_2.0	Reduces the time it takes to repair an object.
Mimic Detection Gen 1	Allows detection of hidden Mimics.
Mimic Detection Gen 2	Allows detection of hidden Greater Mimics.
Nullwave Shielding (*) 21.4GHz	Shields the effects of the Nullwave Transmitter.
Optimizer (Energy) 00100z	Reduces the Psi cost of Energy powers.
Optimizer (Morph) 00100z	Reduces the initial Psi cost of Morph powers.
Optimizer (Telepathy) 00100z	Reduces the Psi cost of Telepathic powers.
Pistol Critical++	Increases the critical chance rate when firing pistols.
Potentializer 23-0948Si	Increases maximum Psi pool by 50.
Psi Reflect >(*)< rev609-1	Chance to reflect a Psi attack.
PsiV-AMP .24	Sneak Attacks restore a small amount of Psi.
Psychoactive Charger S-i286	Slowly regenerate Psi over time.
Psycholitic Converter =/~	When the Psi meter is empty, powers will consume health instead, but at an increased rate.
Psychoshock Amp +6qw5	Boosts the amount of damage done by Psychoshock.
Psychoshock Shielding (*) 21.4GHz	Grants resistance to Psychoshock.
ReActivator x2t-00	Decreases the cooldown time of Psi powers.
RecoverE++ 2094i	Enhances the regeneration rate of Health.
Shotgun Critical++	Increases the critical chance rate when firing the shotgun.
SpeedScan 001Si	Decreases the amount of time needed to complete a scan.
Superthermal Amp +6qw5	Boosts the amount of damage done by Superthermal.
Wrench Critical++	Increases the critical chance rate when attacking with a wrench.
Zero Point Psi 19-03weOS	You have a chance to cast a Psi power for free.

CHIPSET LOOT

While the number of Suit and Scope Chipsets you encounter in each level is static, the types of chipsets you encounter is random. For example, during your first game, the Suit Chipset retrieved from Dr. Kelstrup's Looking Glass station may be the Backlash Reactor S-p58. But on subsequent games, the same Suit Chipset may be something else entirely. Special chipsets, like the Coral Detector 64Si, are provided as quest items necessary to complete certain objectives.

Introduction

Welcome to the official game guide for *Prey*. Surviving the ordeal on Talos I requires more than quick reflexes. Stealth, strategy, and sound tactics are essential for overcoming extraterrestrial threats and other challenges. This guide provides everything you need to make the most out of your visit to the Talos I, complete with an intricate step-by-step walkthrough and detailed maps revealing hidden items. Talos I conceals many secrets. Use this guide to uncover the truth.



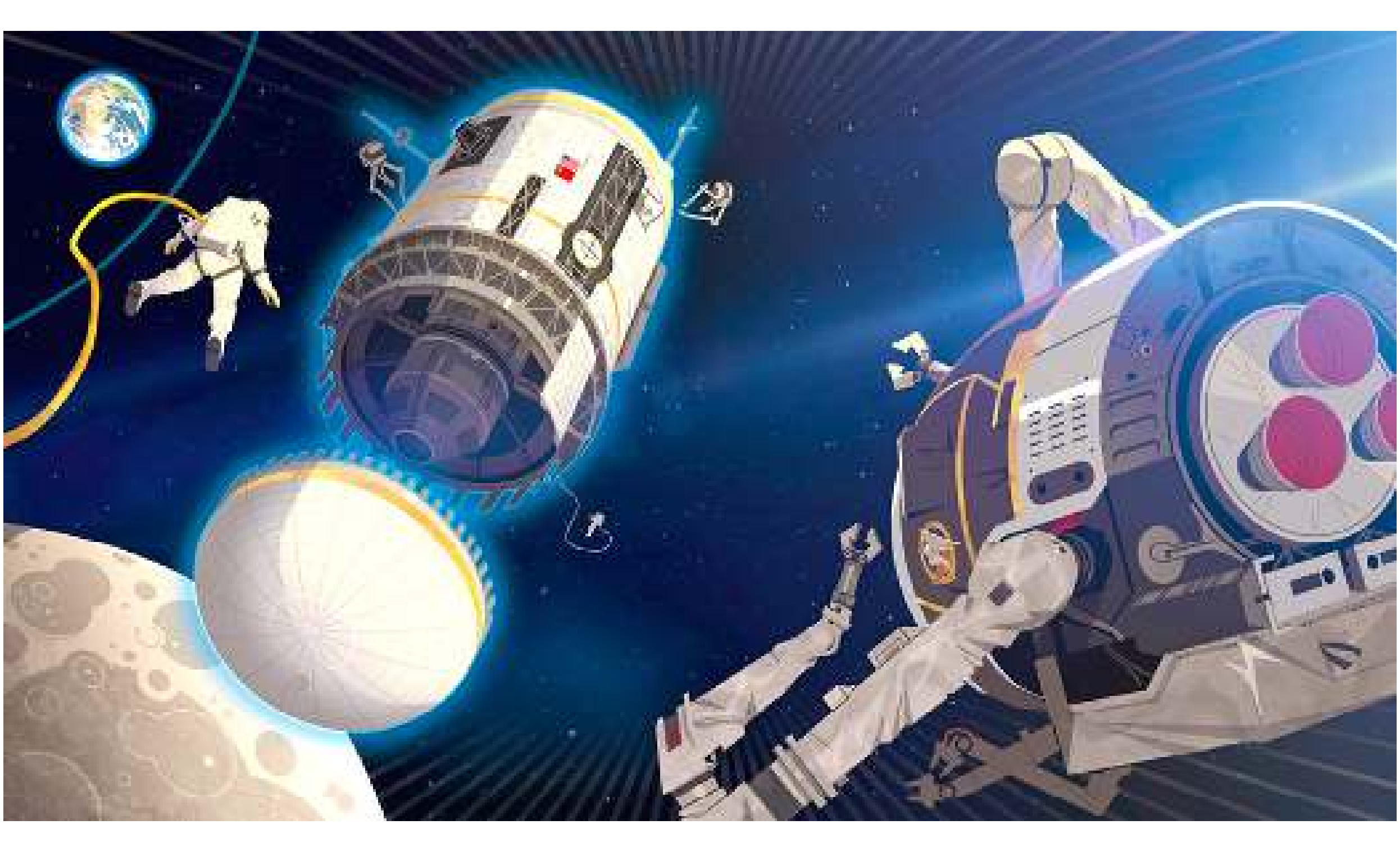
Introduction

Talos I: A Brief History

Before it was acquired by the TranStar Corporation in 2030, the space station now known as Talos I had a long history, serving as a joint US/USSR research facility.

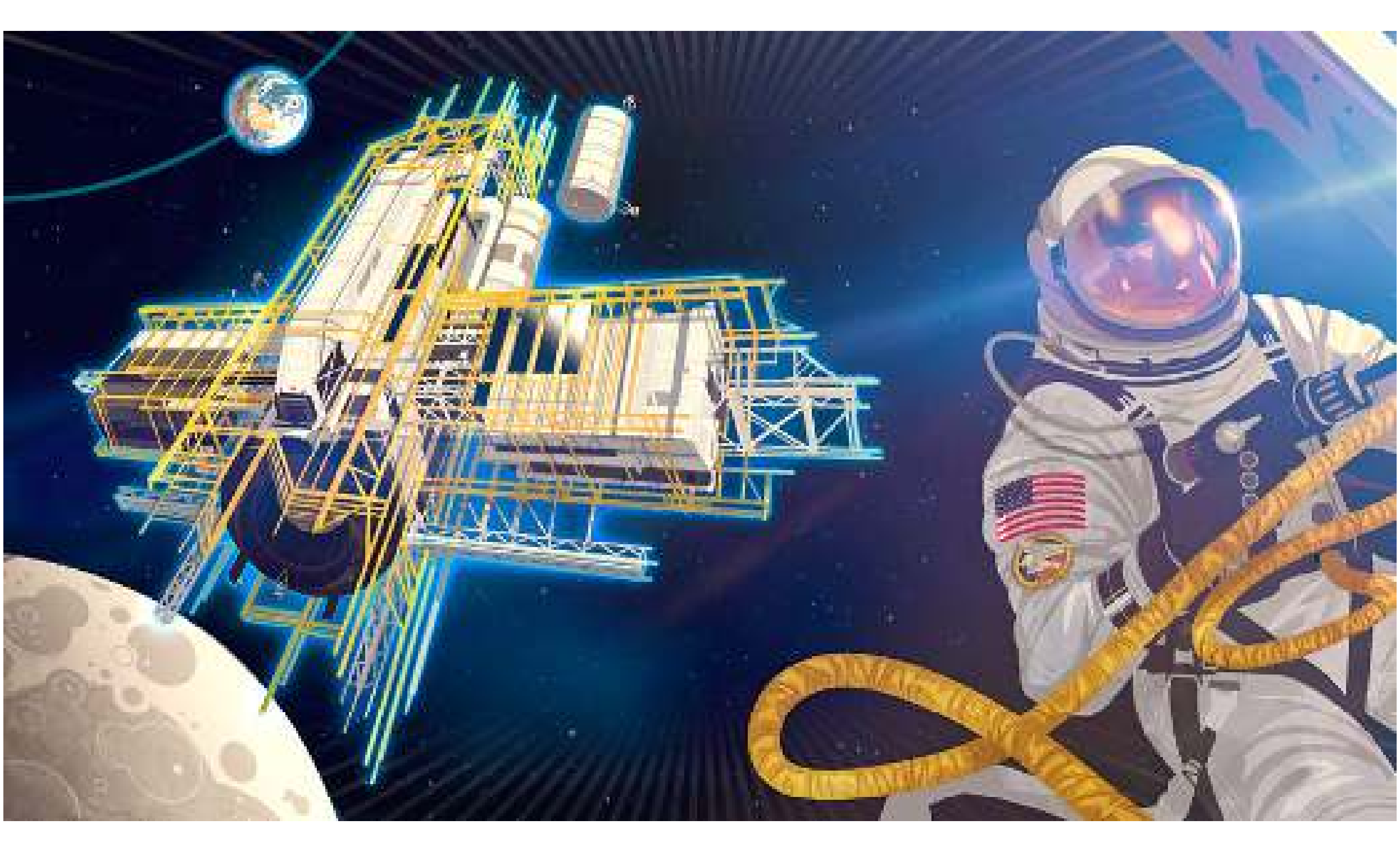
1963

A top secret Cold War negotiation culminates with Americans and Soviets working together on a research facility named *Kletka*. *Kletka*, Russian for "cage," produces the skeleton and core of what will one day become Talos I.



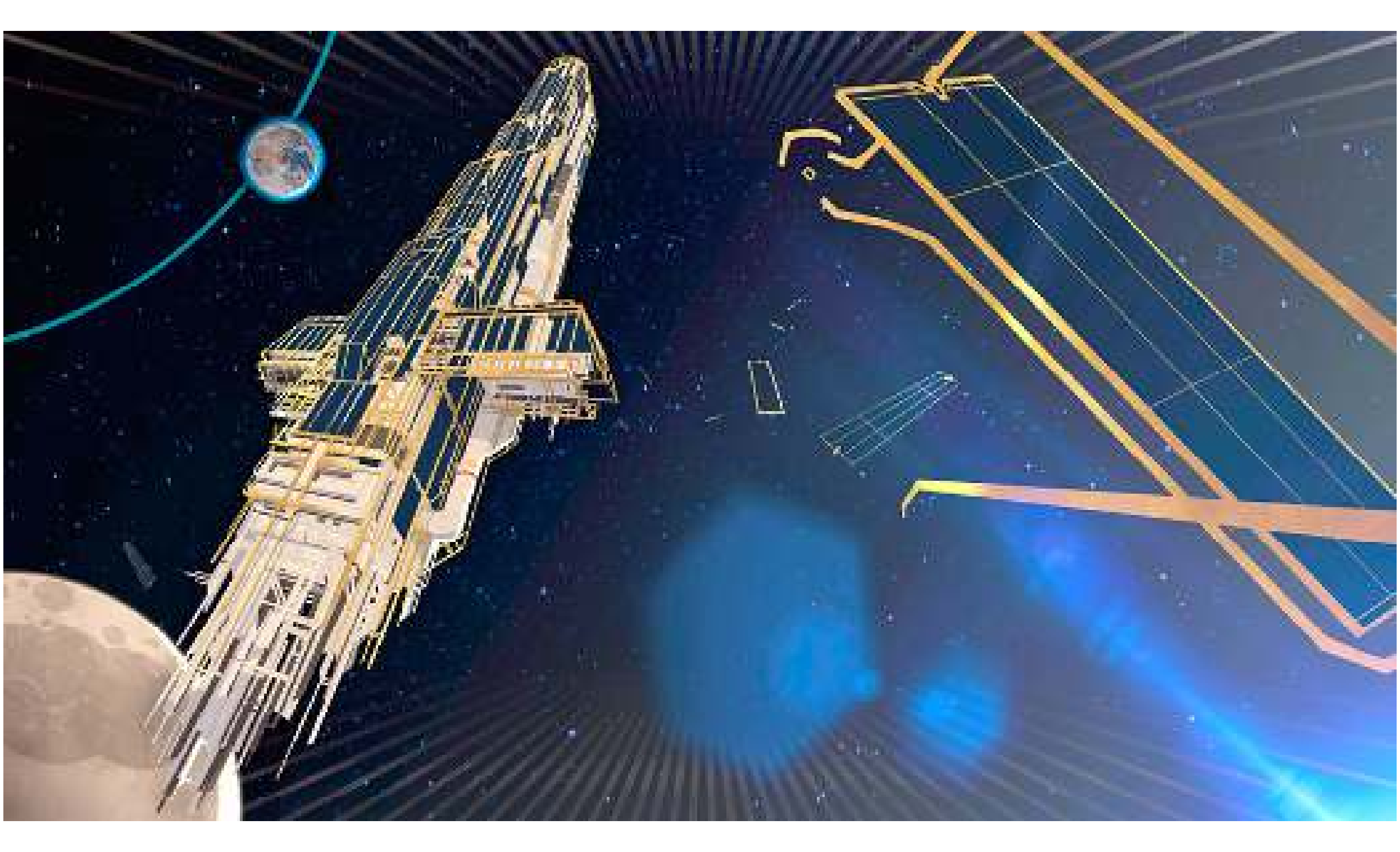
1964

After the attempted assassination of Kennedy, and Kruschev's departure, the US pays for the rights to use Kletka as a testing facility. This period, known as Project Axiom, leads to many advancements in next-generation materials and bioscience fundamental to neural modification.



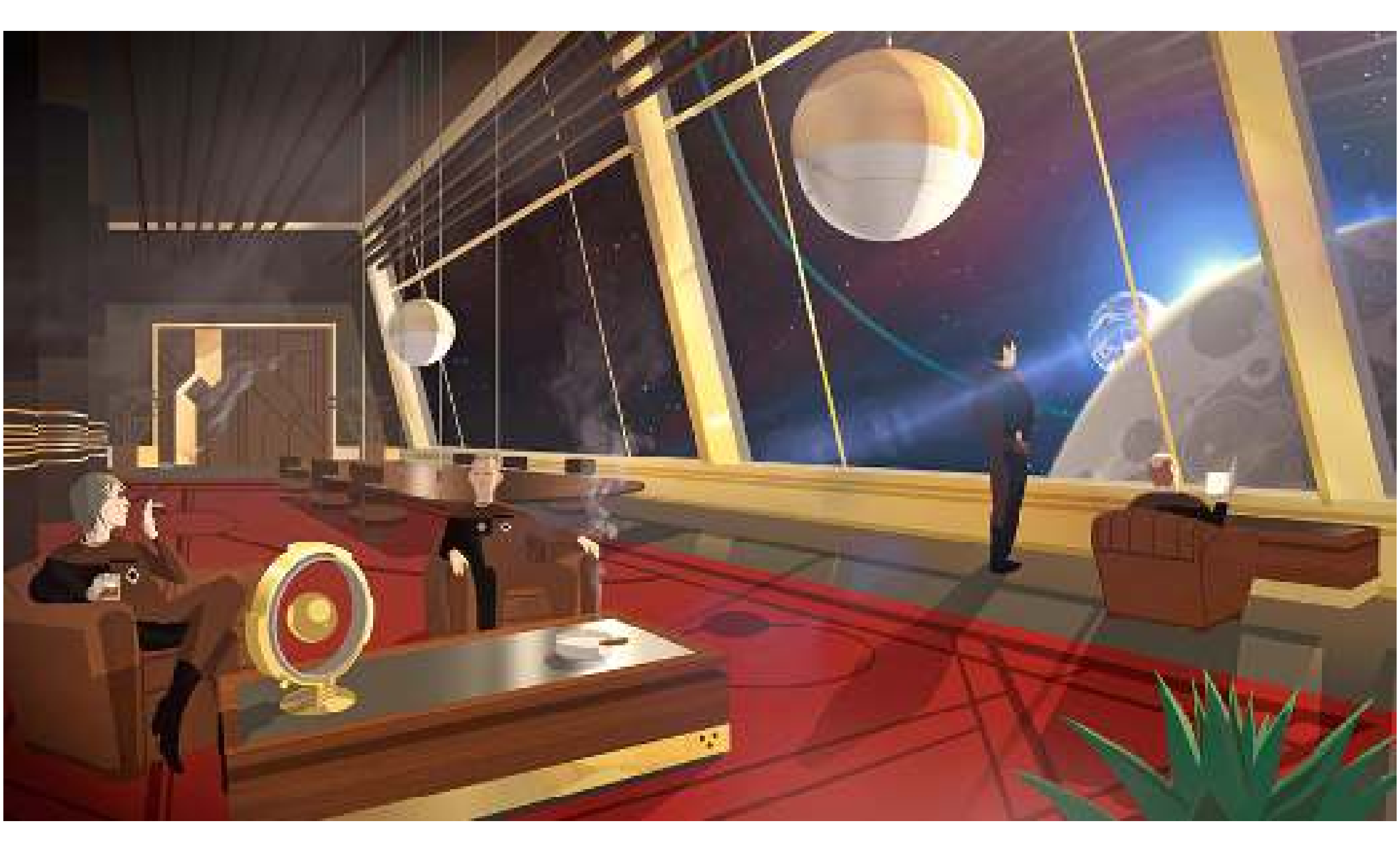
1980

Geopolitical development results in a temporary hold on Project Axiom. After the unfortunate Pobeg Incident, in which two research scientists lost their lives, the *Kletka* facility is decommissioned and cleaned.



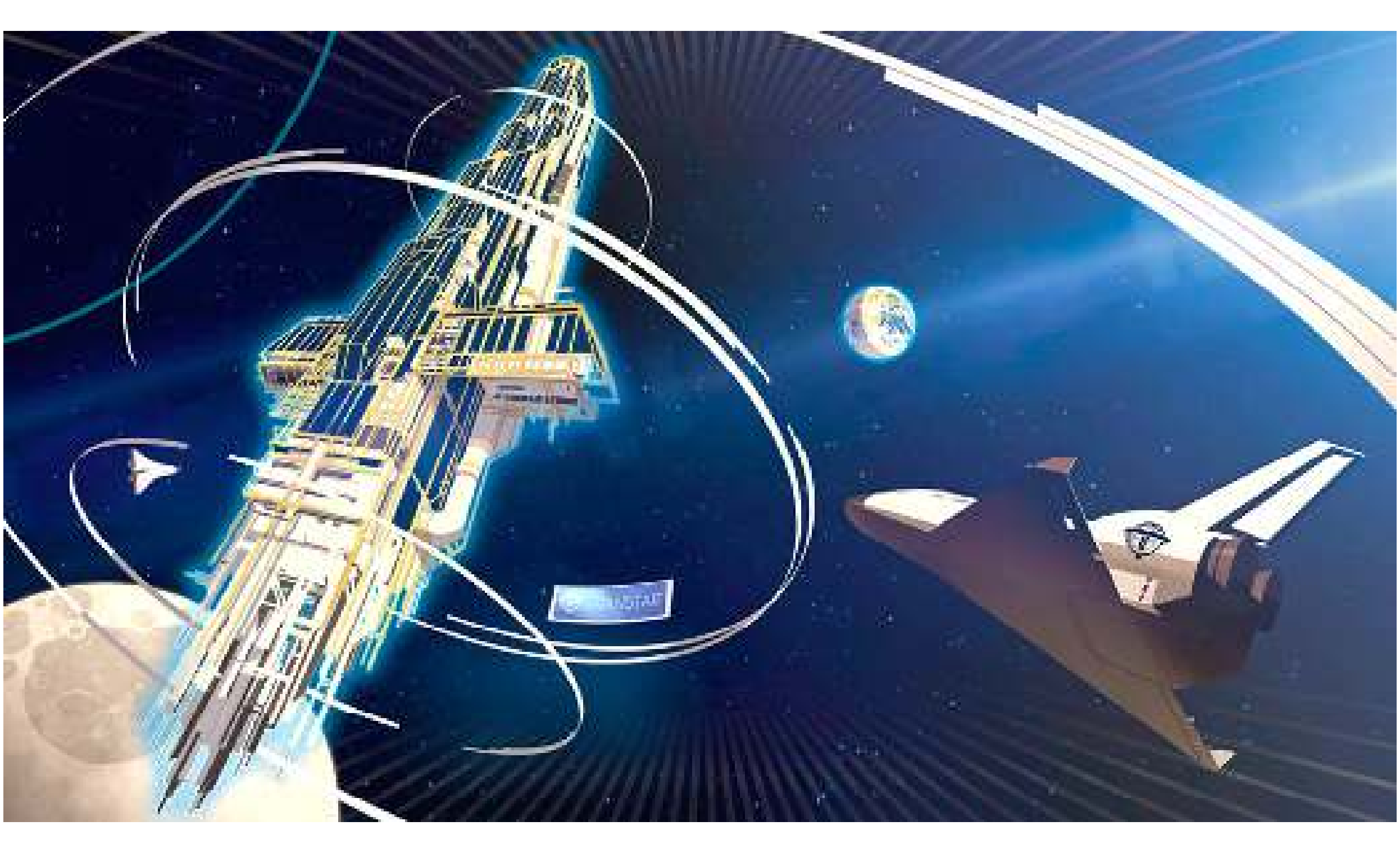
2025

The TranStar board of directors is established. TranStar purchases and privatizes the *Kletka* facility with a focus on safety and state of the art upgrades.



2030

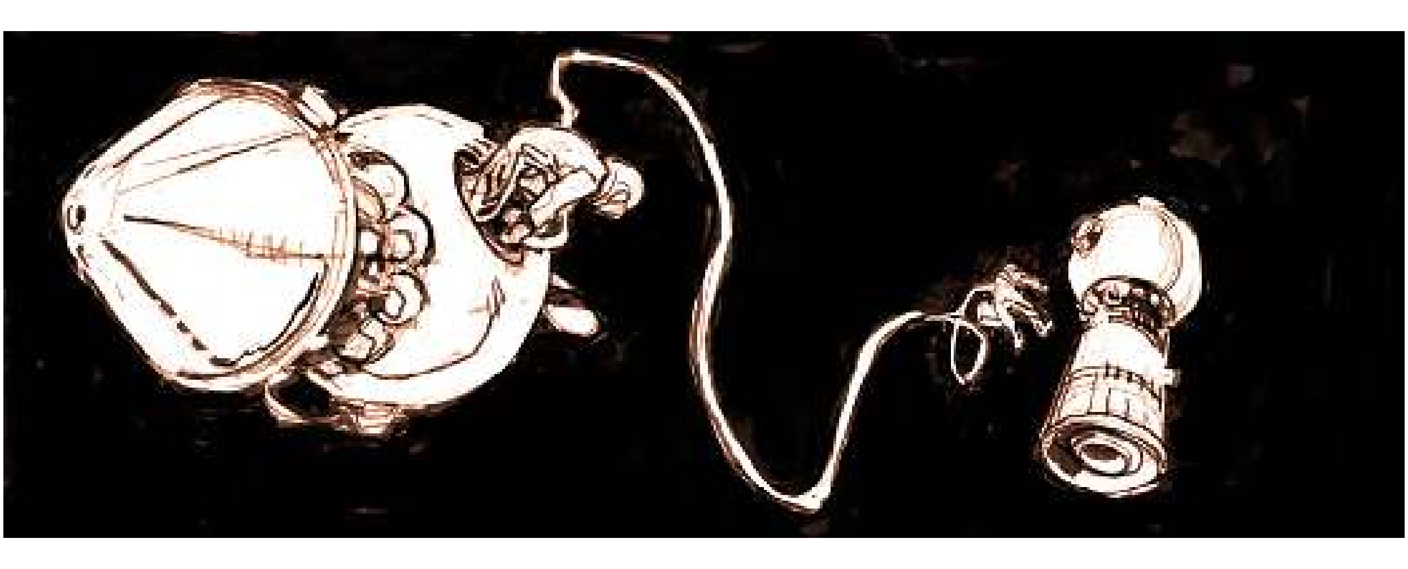
Talos I becomes fully operational, representing a monument of private space industry. The first Neuromod is released, allowing for dramatic enhancement to the human mind and body.

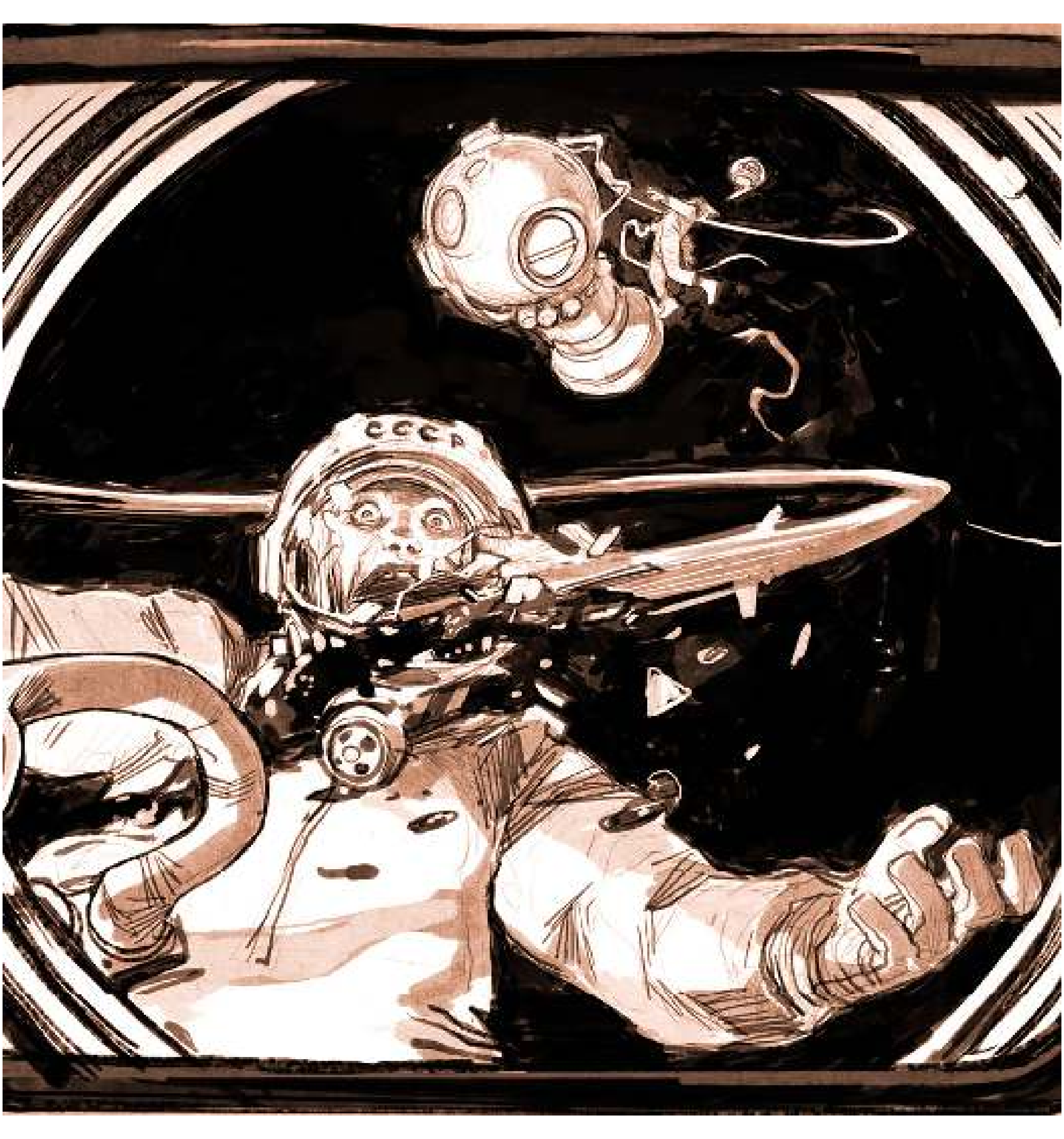


TIMELINE: CLASSIFIED EVENTS

To this date, the public and most TranStar employees are completely unaware of the true research being conducted on Talos I. Evidence of the Typhon entities has been covered up by world governments for decades. TranStar continues the tradition of secrecy, fearing negative publicity and financial losses.

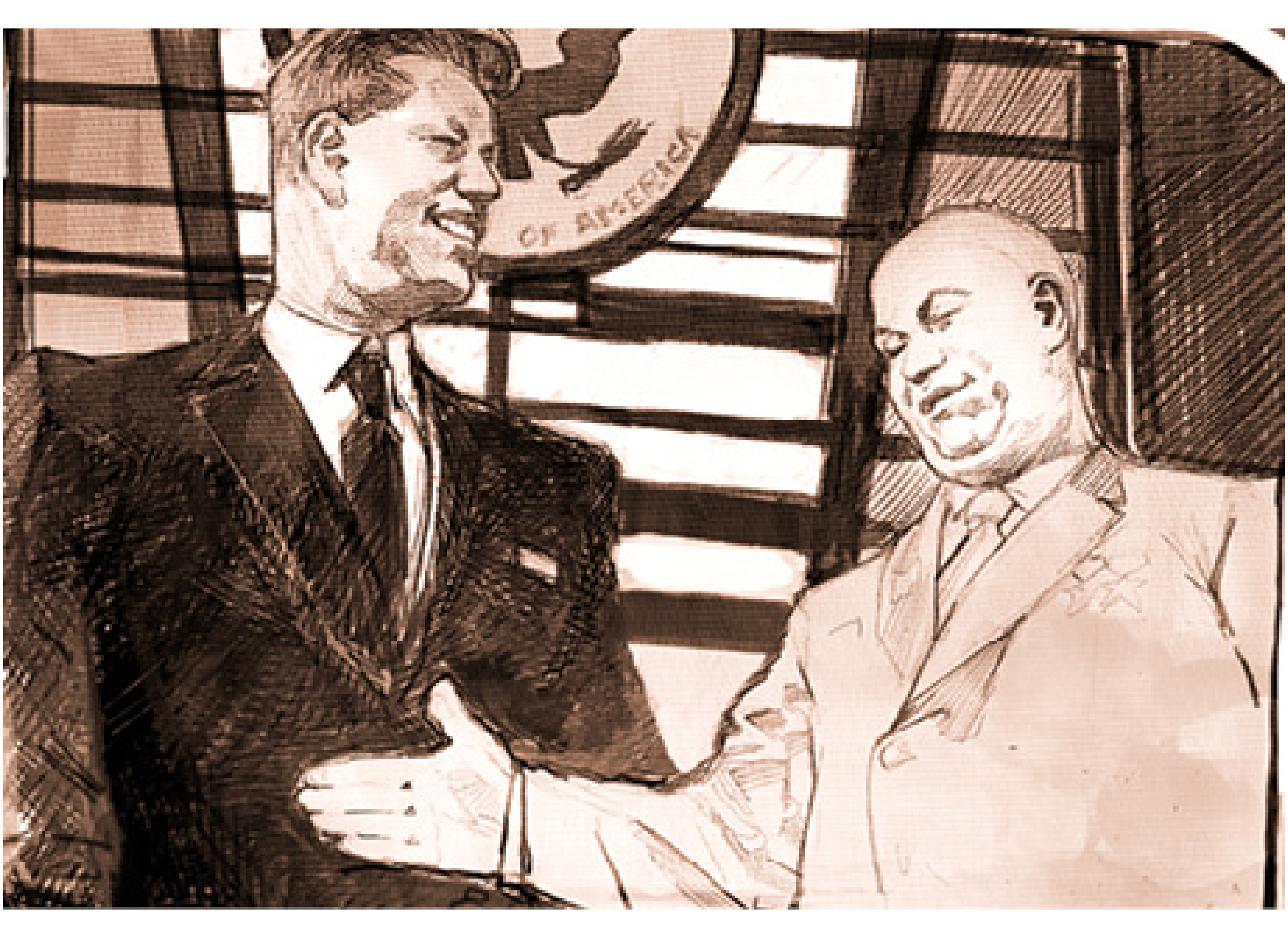
1958





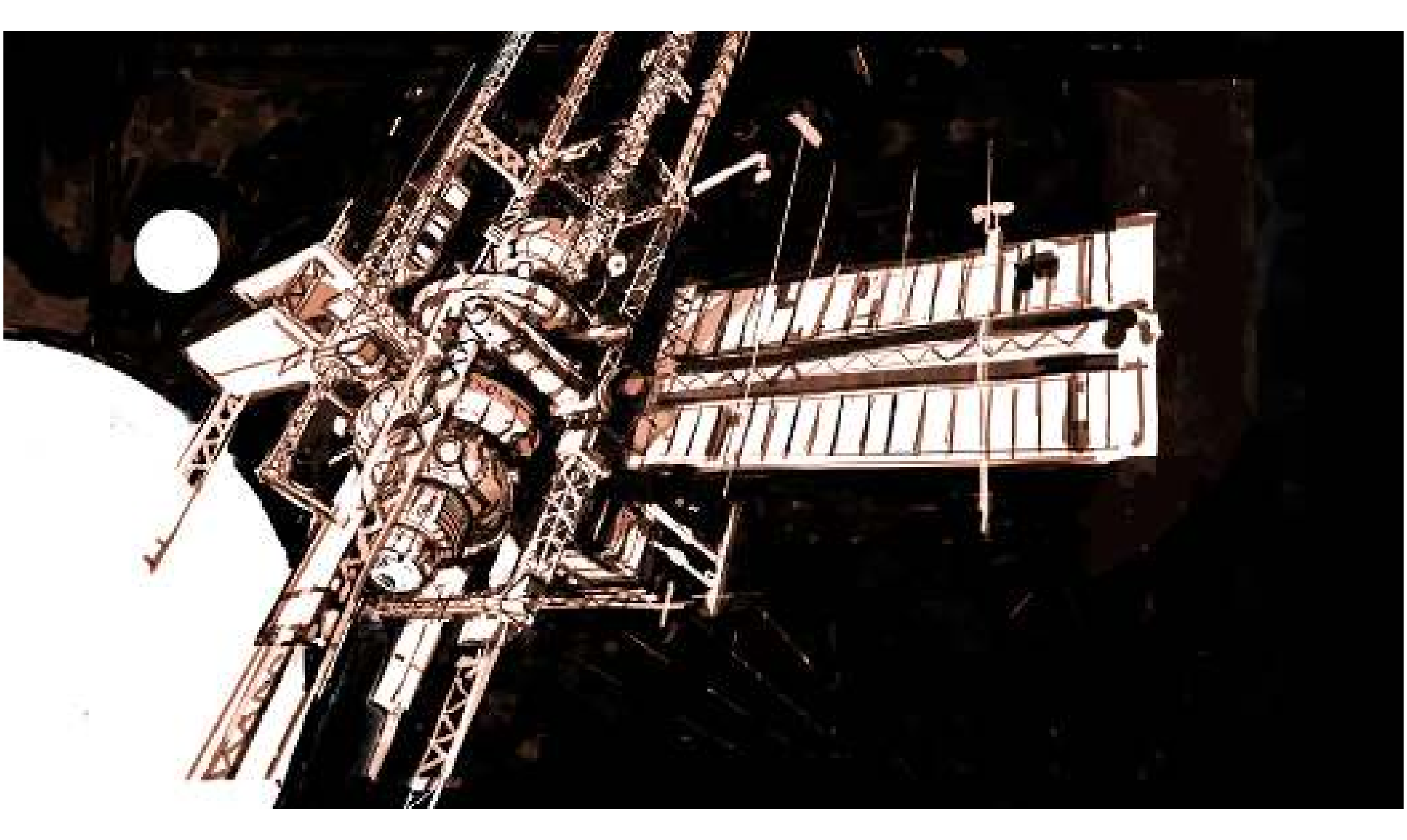
- **Soviet Union launches the Vorona I satellite.**
- **Satellite entered stable orbit around moon; transmitted deep space telemetry back to Earth.**
- **Communication from satellite ceased.**
- **Russians launch manned mission to investigate satellite; repair team finds no external issues.**
- **Cosmonauts ordered to breach satellite; encounter non-terrestrial lifeform.**
- **All members of mission were lost and footage becomes State secret and buried.**

1960



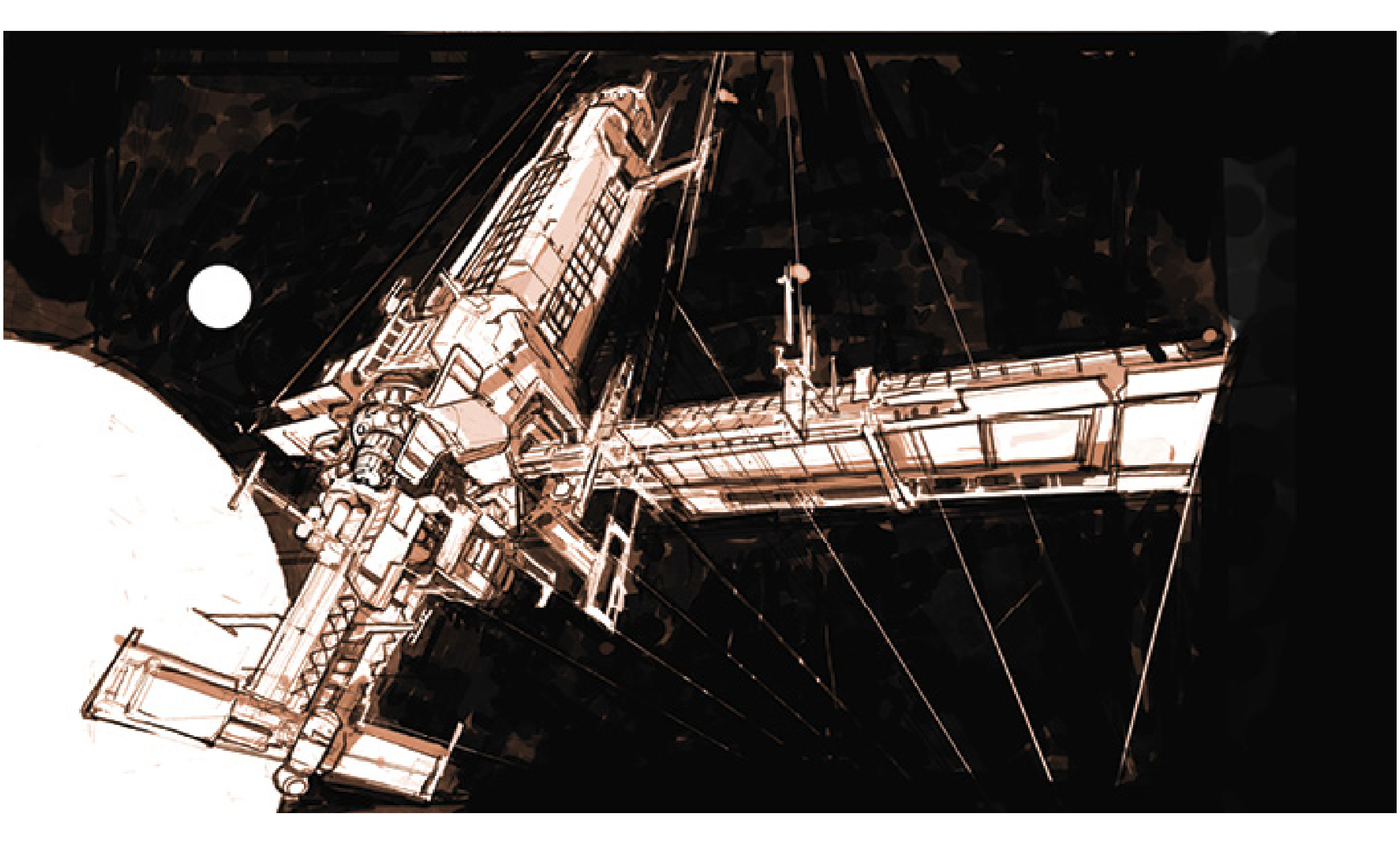
- **Soviets contact US and ask for help containing the non-terrestrial threat.**

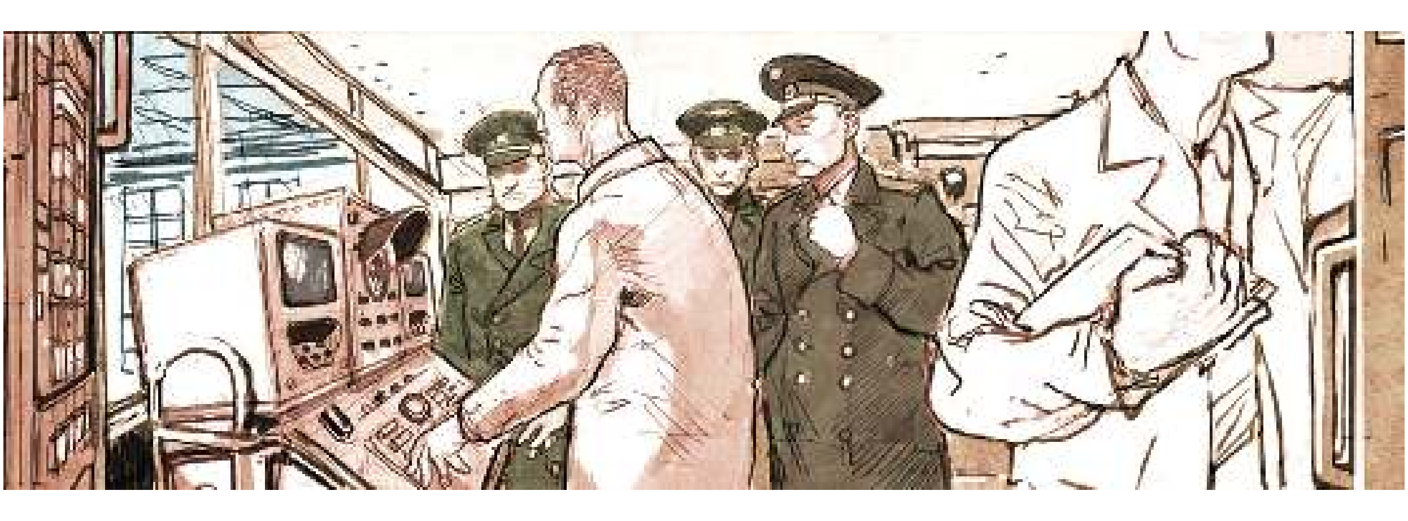
1963



- ***Kletka* Program: US/USSR collaboration; permanent space installation to contain non-terrestrials.**
- **After assassination attempt, US President JFK seizes control of the *Kletka* Program.**

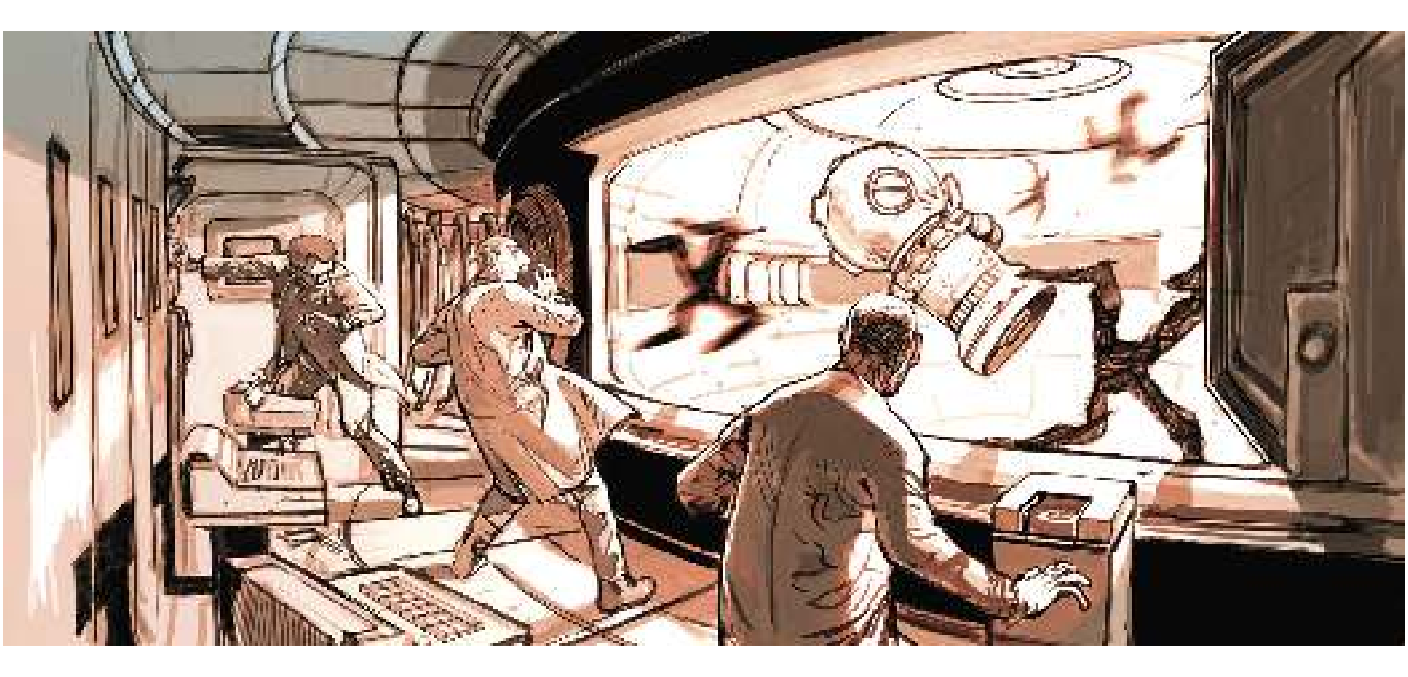
1963-1984





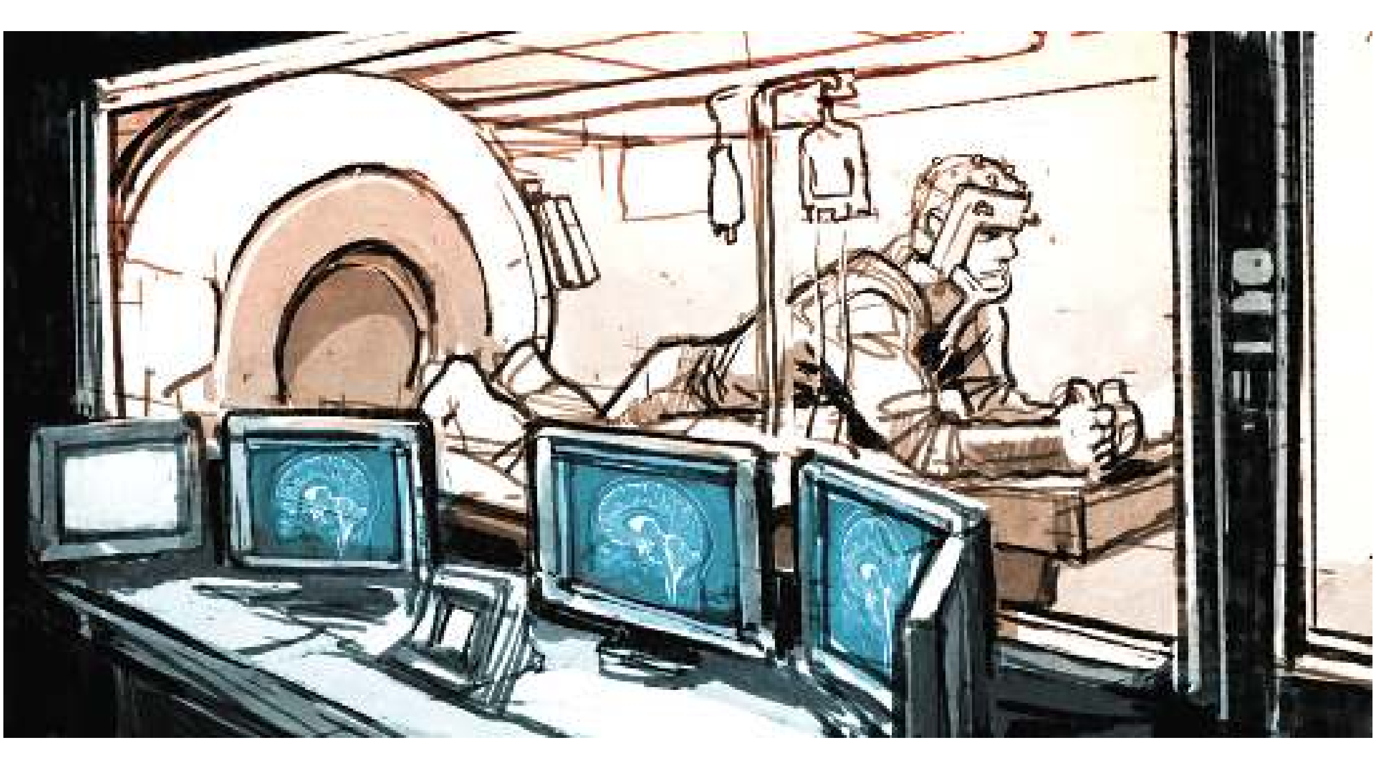
- ***Kletka* Program expands to large space station; fully functional R&D facility.**
- **American teams study non-terrestrials, labeled Typhon.**
- **Unable to harness Typhon abilities into commercial or military applications.**

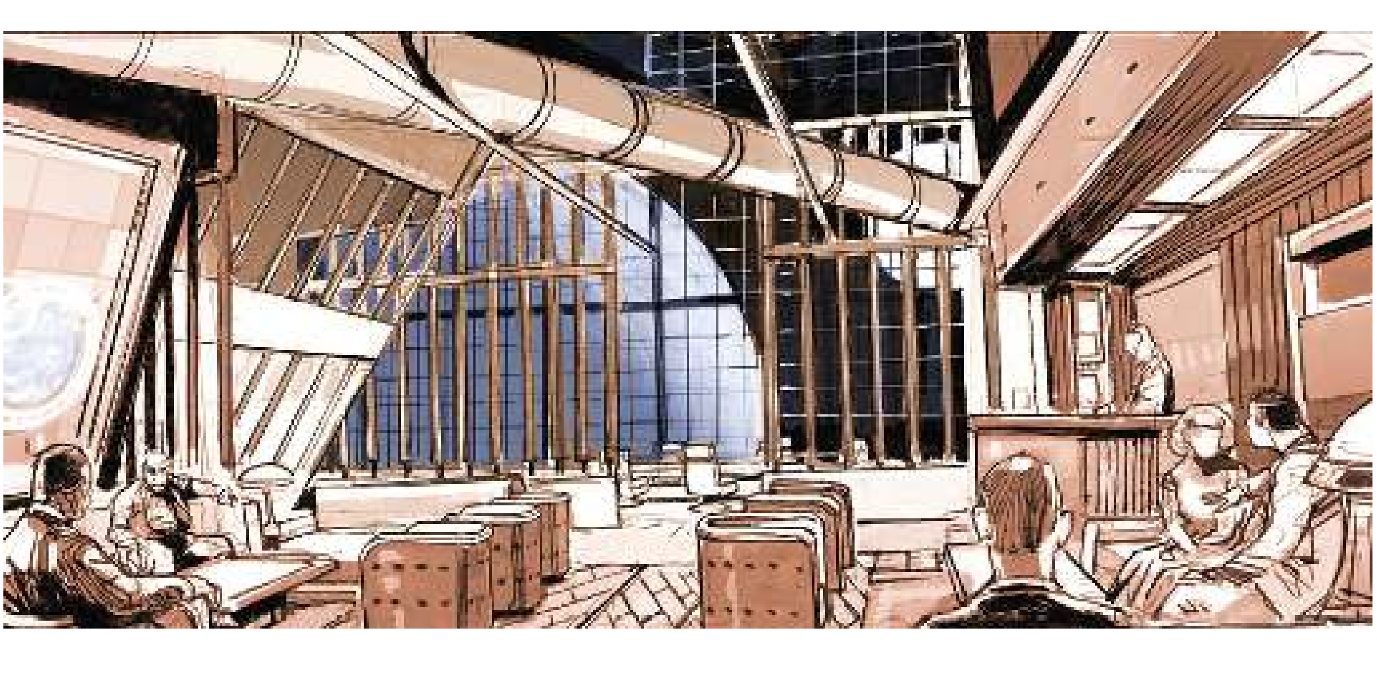
1998

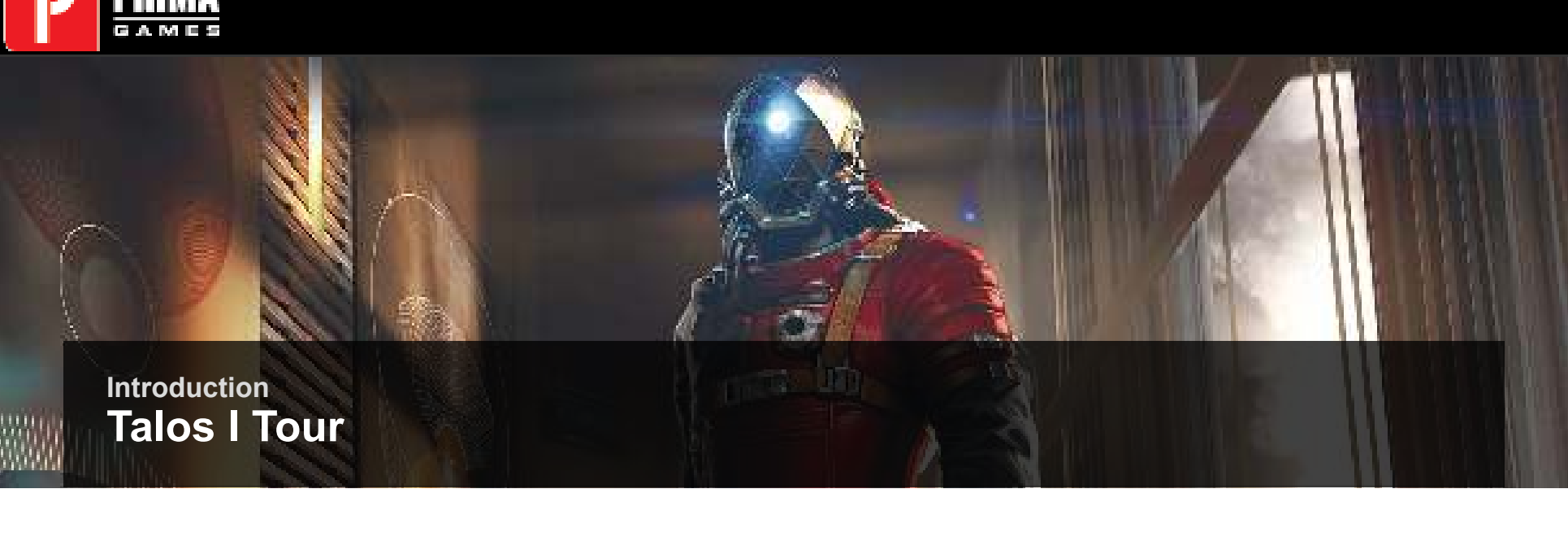


- **Containment failure leads to death of entire research team.**
- **Station abandoned.**

2030



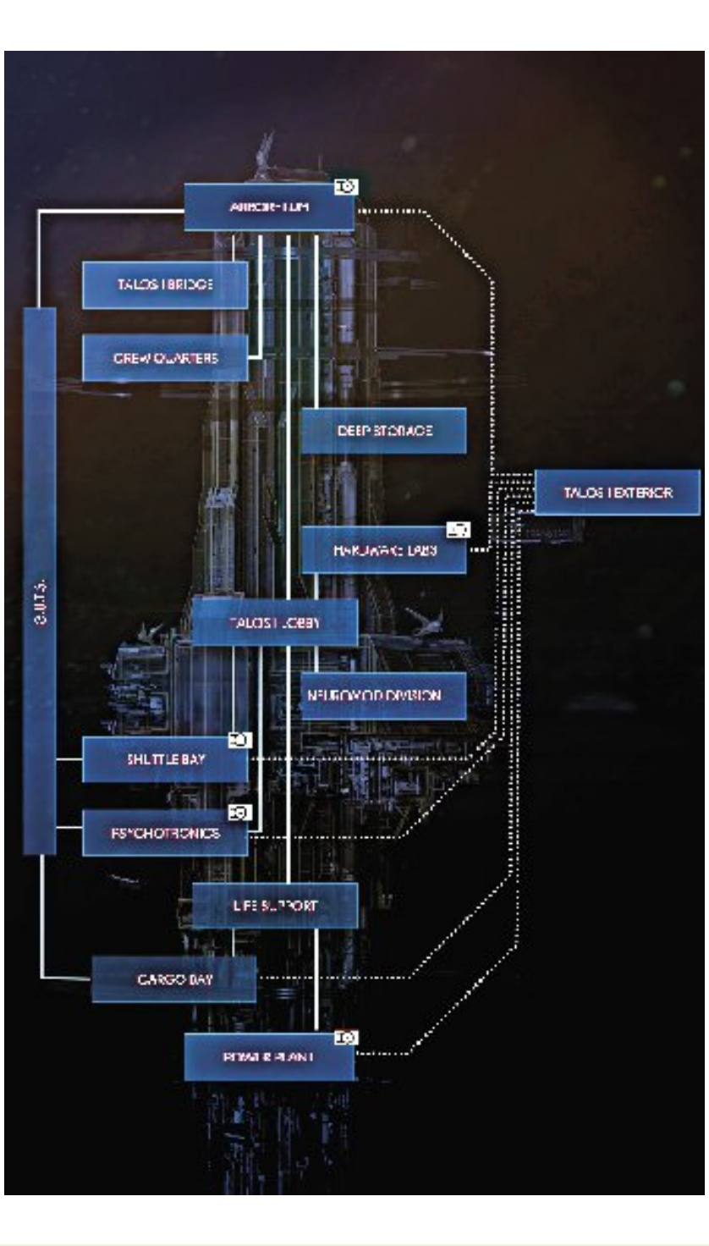




Introduction

Talos I Tour

What began as a small orbital facility circling Earth's moon has expanded into a sprawling space station consisting of 13 unique sections. The station experienced its first major expansion in 1964, during Project Axiom, an ambitious research program initiated by United States President John F. Kennedy. Expansions and improvements persisted throughout the following decades, growing into what has become one of humanity's greatest achievements.



SHUTTLE BAY

KEY FACILITIES:

- **Flight Control**
- **Sky Lounge**
- **Pilot Lounge**
- **Mechanic Facilities**
- **Airlock**

For all visitors, the Shuttle Bay offers the first glimpse of the wonders waiting inside Talos I. Here guests have the opportunity to relax in the Sky Lounge, a great way to unwind after the long flight from Earth. While most cargo shipments are handled through the Cargo Bay, the Shuttle Bay is capable of accepting cargo offloaded from shuttles. Cargo can be sent through the Gravity Utility Tunnel System (G.U.T.S.) to the Cargo Bay or Arboretum.

TALOS I LOBBY

KEY FACILITIES:

- **TranStar Exhibit**
- **Executive Offices**
- **Sales Division**
- **Human Resources**
- **IT Security**
- **Trauma Center**
- **Staff Lounge**

When TranStar acquired the space station in 2030, they spared no expense in refurbishing the lobby, with the goal of projecting a warm and inviting atmosphere to guests and employees. Connected to the Shuttle Bay, the lobby serves as a central hub, providing easy access to the Neuromod Division, Psychotronics, and Hardware Labs. The main lift, located in the center of the lobby, is connected to the Arboretum and Life Support.

NEUROMOD DIVISION

KEY FACILITIES:

- **Skill Recorder**
- **Research & Design**
- **Volunteer Quarters**
- **Volunteer Testing**
- **Fabrication**
- **Simulation Lab**

Located off the main lobby, the Neuromod Division is frequently visited by VIP guests undergoing Neuromod enhancement. In addition to installing Neuromods, technicians also map neural connectomes of expert guests in the Skill Recorder facility—famed concert pianist Gustav Leitner was a recent visitor. Once connectomes are mapped, custom Neuromods are fabricated, instantly imbuing recipients with special skills and abilities. Neuromods are TranStar's biggest breakthrough product, with profits more than offsetting the enormous R&D costs associated with operating a private space station.

HARDWARE LABS

KEY FACILITIES:

- **Demonstration Theater**
- **Combustion Lab**
- **Chemical Lab**
- **Ballistics Lab**
- **Beams and Waves Lab**
- **Machine Shop**
- **Airlock**

Hardware Labs is a secure research and development facility. Guests and unauthorized personnel are limited to visiting the foyer and Demonstration Theater. A number of labs and the Machine Shop are located beyond the security checkpoint. Here researchers and engineers experiment with a variety of emerging technologies to develop hardware prototypes. Currently, the labs are pursuing multiple projects with a broad range of applications.

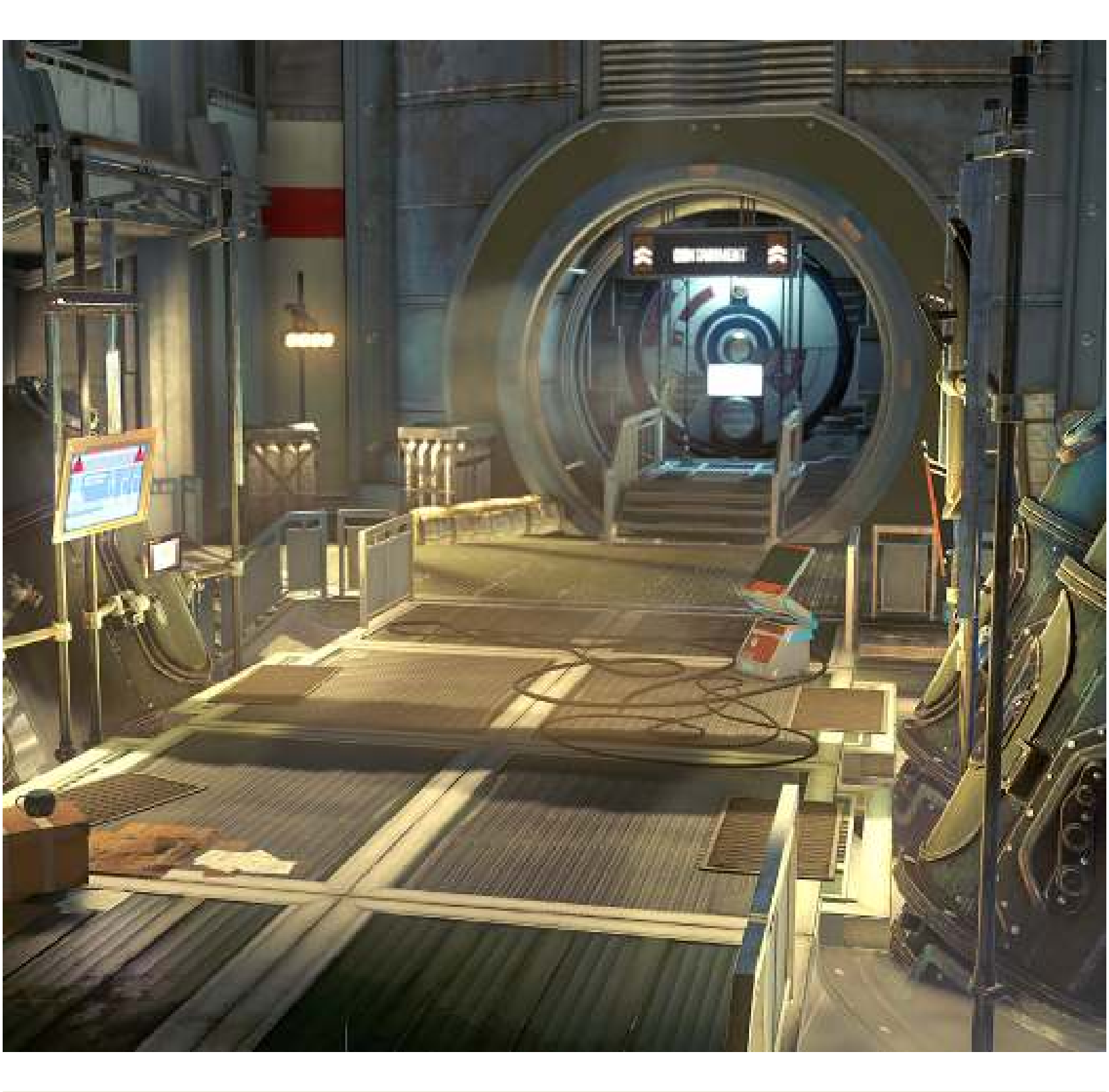
HARDWARE LABS

PSYCHOTRONICS

KEY FACILITIES:

- **Classified**

In an effort to protect intellectual property from corporate espionage, the Psychotronics Division is off limits to guests and all but the most senior Talos I personnel. Official inquiries about this facility should be directed to the TranStar board of directors.



GRAVITY UTILITY TUNNEL SYSTEM (G.U.T.S.)

KEY FACILITIES:

- **Maintenance Tunnel**
- **Cargo Tunnel**
- **Magnetosphere**
- **Cargo Processing**

This microgravity tunnel system runs through the center of Talos I, serving as a vital conduit carrying air, water, and cargo. The Cargo Bay, Shuttle Bay, and Arboretum are connected via the Cargo Tunnel. This tunnel helps facilitate the transfer of supplies and gear throughout the station. The Magnetosphere, located in the Maintenance Tunnel, mitigates the harmful effects of solar radiation.

ARBORETUM

KEY FACILITIES:

- **G.U.T.S. Loading Bay**
- **Experimental Plants**
- **Green House**
- **Alex Yu's Office**
- **Airlock**

Adorned by a massive glass dome, the Arboretum provides guests and crew with a spectacular view of Earth and the nearby moon. As a result, this tranquil, lush setting is a popular spot for crew members seeking to relax after their shifts. Beyond its aesthetics, the Arboretum serves a vital role in supplying the station with oxygen and fresh produce, grown in the Green House. Alex Yu's office overlooks the Arboretum, accessible via a secure Grav Shaft. Like the lobby, the Arboretum serves as a hub, providing access to Crew Quarters, Deep Storage, and the Talos I Bridge.

CREW QUARTERS

KEY FACILITIES:

- **Concierge**
- **Recreation Center**
- **Fitness Center**
- **Cafeteria**
- **Theater**
- **Yellow Tulip Bar and Lounge**
- **Crew Cabins A & B**
- **Habitation Pods**
- **Executive Suites**

Offering the amenities of a five-star hotel, Crew Quarters goes beyond keeping crew members well-rested and fed. As a result, this is where many Talos I personnel spend the bulk of their off-time, gaming in the Recreation Center, working out in the Fitness Center, or watching a movie in the Theater. The Yellow Tulip is another popular venue, providing drinks and live entertainment. The Executive Suites houses quarters for Alex Yu and Morgan Yu, as well as visiting TranStar board members and dignitaries.

DEEP STORAGE

KEY FACILITIES:

- **Corporate Information Technology**
- **Central Data Repository**
- **Command Center**
- **Confidential Records**
- **Data Vaults**

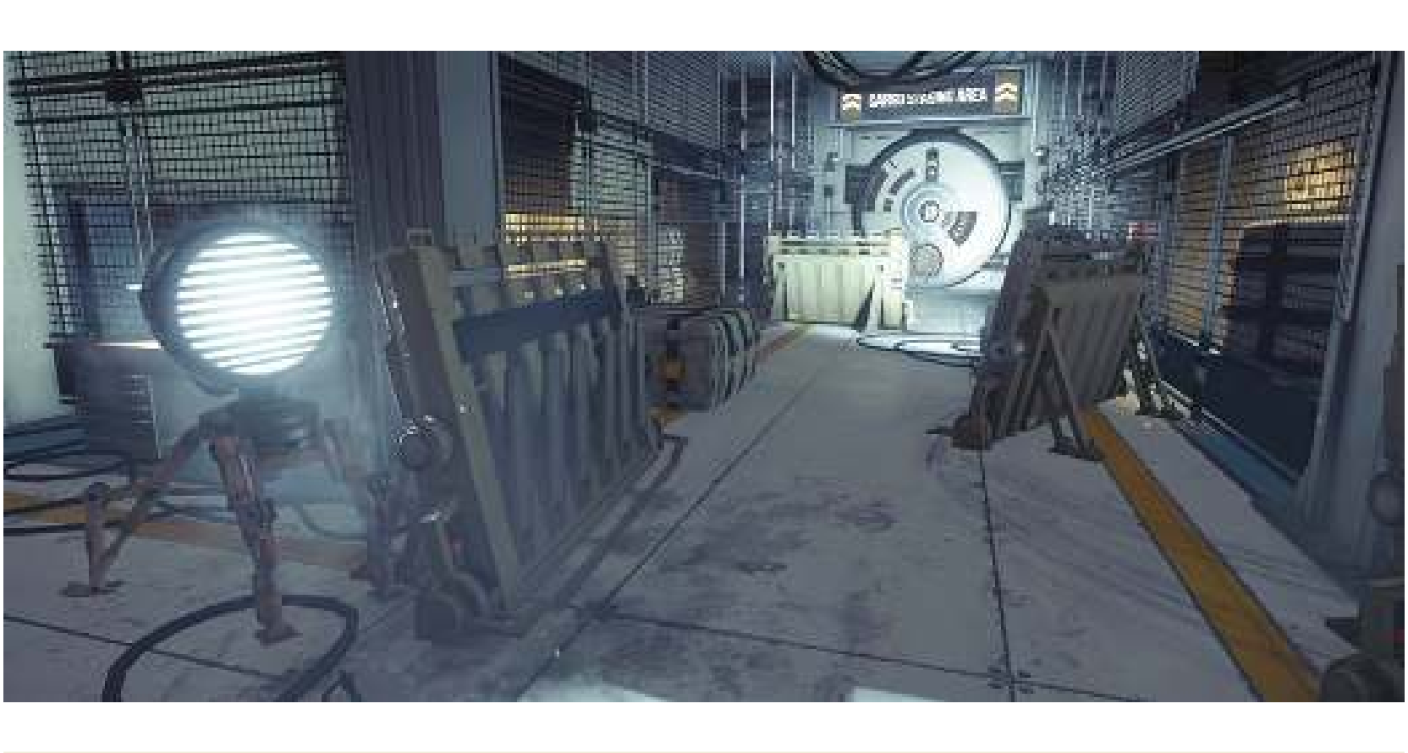
This facility is dedicated to securing and storing massive volumes of research data generated by all divisions on Talos I. At the heart of Deep Storage is the Central Data Repository, a large microgravity chamber filled with hard drives and other physical data backups. All vital data is also stored in the Data Vaults. Vaults A and B are essentially escape pods, designed to be jettisoned during a catastrophic event, preserving all of TranStar's research data.

CARGO BAY

KEY FACILITIES:

- **Cargo Bay A**
- **Cargo Bay B**
- **Fuel Storage Bay**
- **Cargo Staging Area**
- **Shipping and Receiving**
- **G.U.T.S. Loading Bay**

Despite efforts to create a self-sustaining environment aboard Talos I, the station and its crew still rely on frequent cargo shipments from Earth. Products and other items are also shipped off-station via the Cargo Bay. As a result, the Cargo Bay is constantly humming with activity, requiring a heightened sense of alert among crew members managing shipping containers and heavy equipment. Cargo is transferred throughout the station via the G.U.T.S. Loading Bay, connected to the Cargo Tunnel.



LIFE SUPPORT

KEY FACILITIES:

- **Atmosphere Control**
- **Water Treatment Facility**

Sustaining life in the harsh conditions of space requires Herculean engineering and logistical feats. Fortunately for TranStar, most of Talos I's life support infrastructure was implemented during Project Axiom. Upgrades and improvements have been made over the decades since, supplying the station with clean air and water. Life Support is easily accessed from the lobby via the main lift. The facility is also connected to the Cargo Bay and Power Plant.

WASTE TAN
DISTILLED WATER

POWER PLANT

KEY FACILITIES:

- **Engineering Offices**
- **Power Plant Monitoring**
- **Coolant Chamber**
- **Coolant Monitoring Station**
- **Reactor**
- **Airlock**

While the station's exterior solar panels supply Talos I with some electricity, the nature of TranStar's research requires more energy. This power is delivered from a large nuclear reactor situated in the station's lowest section. The reactor is constantly monitored and maintained by a dedicated staff of engineers and technicians. Internally, the Power Plant can only be accessed through Life Support. But there's also an airlock in the Reactor chamber providing access to the station's exterior.

TALOS I BRIDGE

KEY FACILITIES:

- **Command Deck**
- **Briefing Room**
- **Captain's Loft**

Accessible via the Arboretum, the Bridge is Talos I's centralized command center. Bridge personnel are responsible for overseeing all station operations, internally and externally. This includes maintaining communication with Earth-based facilities and all incoming and outgoing shuttles.

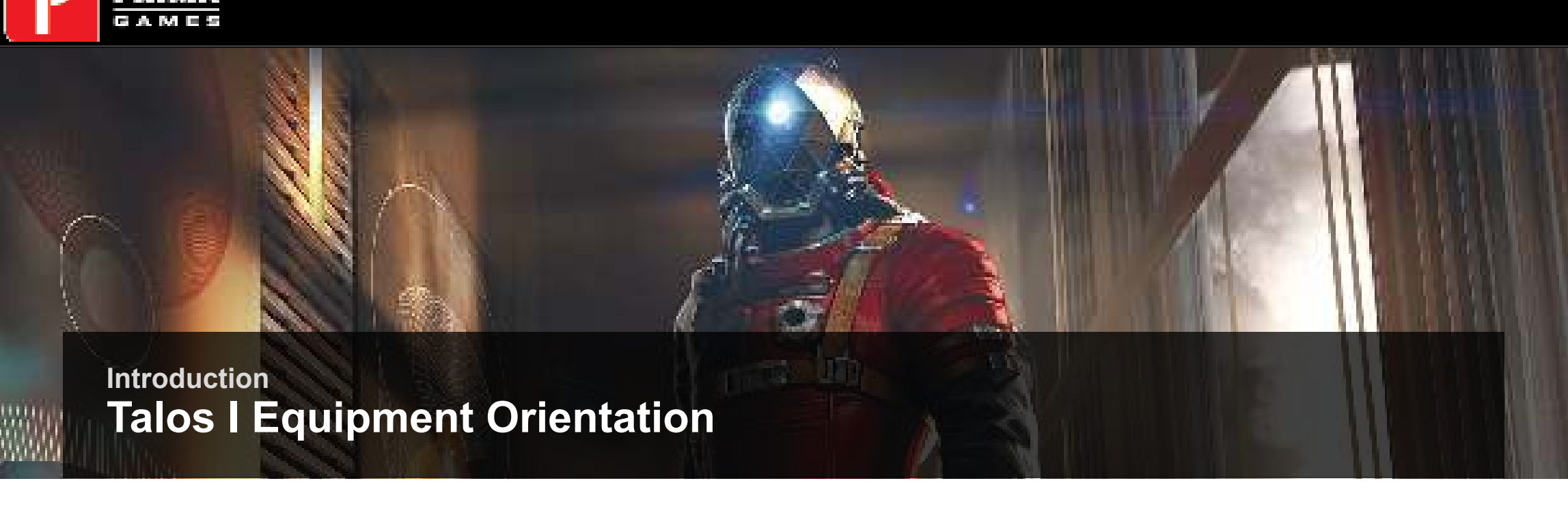
Introduction

Difficulty

The game’s difficulty settings range from Easy, Normal, Hard, or Nightmare. This setting determines how much damage you inflict and sustain. If you’re new to first-person shooters, consider the Easy setting. But if you have experience with these types of games, Normal is highly recommended. The Hard and Nightmare difficulties are best reserved once you’ve completed the game. These advanced difficulty settings are very unforgiving, so it’s best if you have a familiarity with the various weapons, enemies, and the layout of Talos I.

DIFFICULTY SETTINGS

SETTING	DESCRIPTION	DETAILS
Easy	Survival won’t be a problem for you. Probably.	Player inflicts high damage; sustains minimal damage.
Normal	Use your wits, weapons, and abilities to survive.	Player inflicts/sustains normal damage.
Hard	Your wits are the only thing that will keep you alive.	Player inflicts slightly less damage; sustains slightly more damage.
Nightmare	Nothing can save you.	Player inflicts minimal damage; sustains high damage.



Introduction

Talos I Equipment Orientation

Crew members aboard Talos I have access to the finest state-of-the-art equipment available, rivaling any research facility on Earth. This is just one of the reasons so many prestigious scientists, researchers, and engineers signed on with TranStar. But this equipment is far more than window-dressing—it's vital in the ongoing R&D efforts underway within the station's labs and workshops.

TRANSCRIBES

These compact, handheld devices are issued to every TranStar employee aboard Talos I and offer a variety of useful applications. The TranScribe's interface is divided into six tabs:

Objectives:	By default, lists all current main story and optional objectives. Completed objectives can be toggled on/off.
Map:	Shows map of current area as well as a station map, showing how each section connects.
Inventory:	Shows all weapons, items, and junk in your inventory. Sub-menu allows the installation of chipsets to your suit and Psychoscope.
Neuromods:	Access this tab to install Neuromods and obtain new abilities.
Status:	Lists current status effects along with associated negative/positive attributes.
Data:	All collected data is stored here, including all notes, emails, audio recordings, fabrication plans, and research.

NOTES

Access your TranScribe regularly to monitor current and new objectives. Current objectives can be marked as active or inactive. When an objective is active, a waypoint marker appears on the HUD, leading you to the next point of interest.

Grab TranScribes from deceased/incapacitated crew members to retrieve audio recordings. These recordings are stored in the Data/Audio Log section (select a recording to play it). Listen to every recording retrieved, as they can reveal keycodes or trigger optional objectives. Retrieve all audio recordings on Talos I to unlock the Psychometry achievement/trophy.

When accessing a new area, the TranScribe's map is dark, revealing only the areas you've explored. Download a map from a security station to reveal the full map.

As you acquire more weapons and items, inventory space becomes limited. You can expand your suit's inventory by acquiring the Suit Modification abilities. This also expands the number of chipset slots in your suit.

STATUS

The TranScribe's Status tab shows all status effects currently applied to your character. Each status effect applies a variety of positive and negative attributes. Most status effects are temporary, lasting for a few seconds. But others, like Radiation Sickness, require medical attention. Here's a breakdown of each status effect.

STATUS EFFECTS

NAME	DESCRIPTION
Well Fed	Increased health regeneration and stamina recovery. Effect is temporary and can be cut short by radiation poisoning.
Drunk	Bonus physical damage, reduced stamina, blurry vision, stumbling. Effect is temporary.
Suit Damage	Your suit blocks less damage than normal. Use a Suit Repair Kit or visit an Engineering Operator.
Radiation Sickness	Slows health regeneration and stamina drains faster. Prevents Well Fed and causes stumbling. Use Anti-Rads or visit a Medical Operator.
Fear	Loss of composure, reduced accuracy with firearms. Consume alcohol or wait for the effect to subside.

WORKSTATIONS

Many TranStar employees have private workstations. Locked stations require a password. Search the environment for clues or use the hacking ability to bypass the login. Workstations may contain email, files to download, or special utilities.

NOTES

Despite constant warnings from IT Security, many Talos I employees still write their passwords on yellow notes found near their workstations. If necessary, crawl under desks and look behind monitors to find these notes.

Access the Files tab of each workstation you encounter to download a variety of files ranging from fabrication plans to audio recordings.

Read emails found on workstations to uncover keycodes and other clues. Some emails trigger optional objectives. You need to read all the emails on Talos I to unlock the Press Sneak achievement/trophy.

SECURITY STATION

Security stations monitor all Talos I personnel assigned to an area. Selecting an employee's name unlocks an objective with tracking information, assuming their tracking bracelet is still transmitting.

NOTES

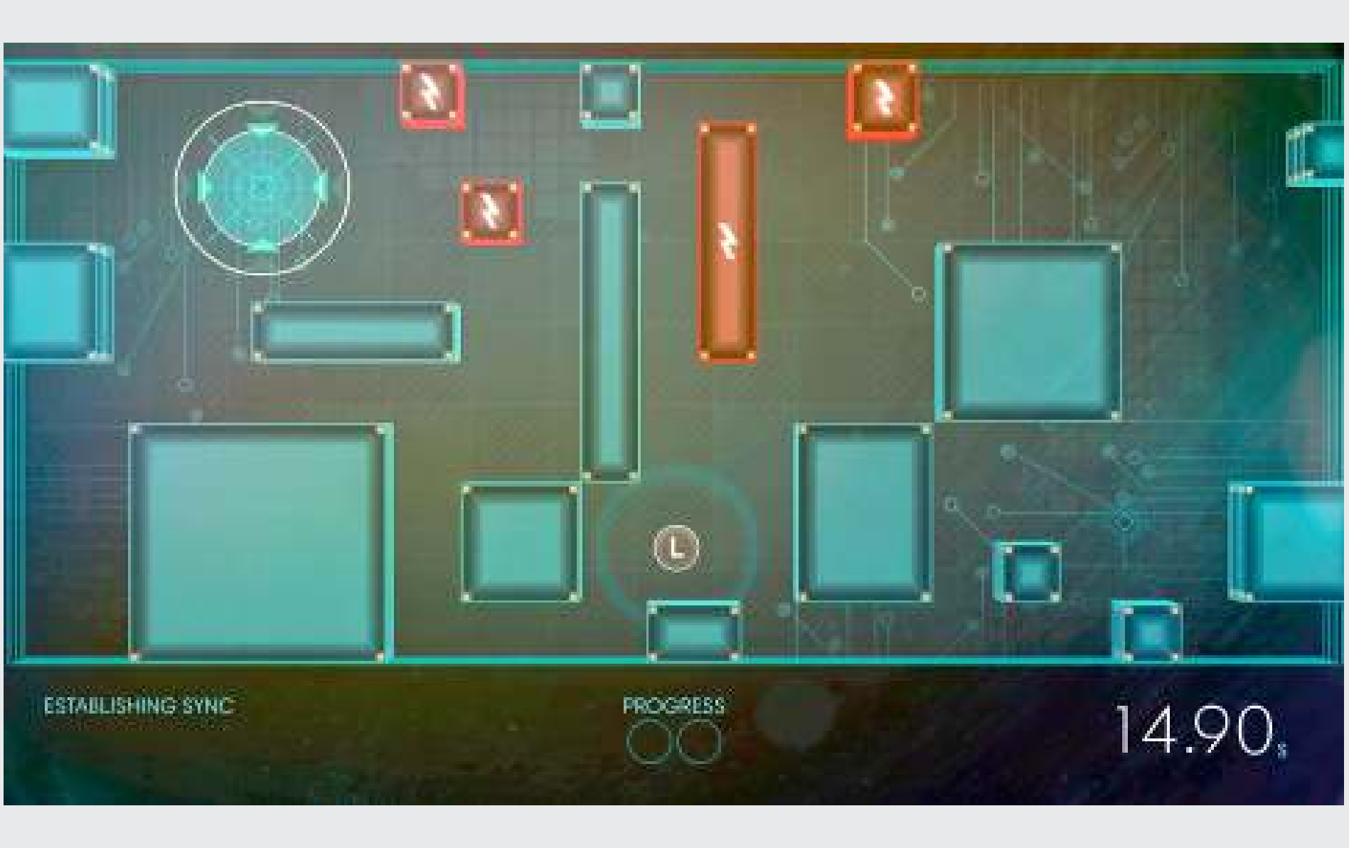
Security stations are usually found in security booths. These booths are often locked, requiring a keycard or keycode. Security stations are marked on the in-game maps as well as in this guide's maps.

Access a security station's Utilities tab to download a complete map of the current area. This tab usually offers a way to bypass a security booth's lock too.

The Crew tab allows you to track the location of any employee on Talos I. Tracking bracelets worn by employees also report vitals, helping you find survivors. Tracking bracelets can be activated/deactivated via the Personnel Tracking Terminal in Deep Storage. To unlock the Missing Persons achievement/trophy you must find all Talos I employees.

HACKING

The Hacking ability allows you to bypass security systems protecting keypads, workstations, and security stations. At higher skill levels, you can hack into robotic systems such as turrets and Operators. To hack a device, quickly navigate the bitstream through a maze-like field to reach the target. Once inside the target, press the prompted button/key to complete the hack. Devices with high-level security have more than one target. Furthermore, each hacking attempt is timed. If the hack isn't completed within the allotted time, you're kicked out of the system and receive a jolt of electricity, dealing minor damage. So make sure you have adequate health before attempting a hack—otherwise, you may die if the hack fails.



RECYCLERS

Recyclers convert unwanted items into synthetic, mineral, organic, and exotic material which can be used by Fabricators to construct new items. Insert unwanted items into the bin on the left side of the machine before initiating the recycling process. Recycled material fragments and blocks can be retrieved from the bin on the right.

NOTES

At least one Recycler is present in each section of Talos I. Reference the in-game map (or maps in this guide) to find the Recycler closest to you.

Any item in your inventory can be recycled to obtain material necessary for fabricating new items. Make a habit of recycling items in your inventory to free up space—recycled material fragments and blocks do not consume space. Consider acquiring the Materials Expert ability to increase recycling yield by 20%.

Are you carrying around a duplicate weapon? Consider recycling it to retrieve mineral and synthetic material. But don't recycle weapons you've already applied upgrades to.

Be sure to retrieve organs from dead Typhon organisms. The Necropsy ability yields more tissue. When recycled, Typhon organs, tumors, and other tissue are converted into exotic material. Exotic material is required to fabricate Neuromods, the building block of the game's ability system.

RECYCLER JUNK

As you explore Talos I, you'll encounter a variety of items which have no discernable application. However, these items can still by fed into a Recycler to harvest organic, mineral, synthetic, or exotic material. So keep your eyes peeled for the following items and consider adding them to you inventory:

- Agave Plant Clippings
- Asteroid Fragment
- Banana Peel
- Baseball Glove
- Biohazard Waste
- Broken Cooler Fan
- Burnt Circuit Board
- Caladium Plant Stems
- Cigar Box
- Compost
- Corroded Coil
- Cosmos Flower Cuttings
- Crumpled Paper
- Eel Scraps
- Empty Food Bag
- Empty Food Tin
- Empty Metal Bottle
- Empty Synthetic Bottle
- Expired Plasma Bag
- Frayed Wire
- Fried Hard Drive
- Lemon Peel
- Mimic Tumor
- Petri Dish Sample
- Succulent Flowers
- Test Tube Sample
- Tulip Flower Cuttings
- Typhon Cortex
- Typhon Ganglion
- Typhon Organ
- Typhon Plasma
- Used Cigar
- Used Plastic Tubing

FABRICATORS

Fabricators use Fabrication Plans to create dozens of useful items aboard Talos I. Each item fabricated consumes some combination of organic, mineral, synthetic, and exotic materials. Search Talos I to find plans and materials. To fabricate an item, select the plan of the item you wish to create then insert the necessary material blocks. You can then begin the fabrication process and retrieve your new item.

NOTES

Material blocks created by Recyclers are ready for immediate use in Fabricators. Each block consists of 100 material units. Clumps of material consisting of less than 100 units are considered fragments. Fragments cannot be used in Fabricators, but they can be combined with other fragments in the Recycler to ultimately create blocks.

Acquire the Neuromod fabrication license as early as possible—one can be found in Psychotronics, within Dr. Kelstrup's safe. Fabricating your own Neuromods allows you to acquire abilities at a faster rate. And it beats scouring the station for Neuromods. After repeated use, you'll eventually need to renew the license by paying a visit to Halden Graves' office in the Neuromod Division.

Avoid fabricating weapons and other items that can be easily retrieved from the station. This simply wastes valuable material. Instead, focus on fabricating Neuromods, ammo, and consumables, like Medkits and Psi Hypos.

Be aware of unexpected items falling out of Fabricators—that object might actually be a Mimic waiting to pounce. Shoot suspicious items with your pistol before attempting to pick them up.

AIRLOCKS

Talos I has multiple airlocks which lead to the exterior of the space station. Before you can use them, you have to disengage their manual seals from the inside. The more airlocks you find, the more freedom you'll have to navigate through and around the station as you wish. Access your TranScribe to view your station map and find more airlocks.

NOTES

There are a total of five airlocks on Talos I, located in Hardware Labs, Psychotronics, the Arboretum, Shuttle Bay, and Power Plant. Make a habit of unlocking each airlock you encounter to facilitate easier travel between the station's various sections.

Monitor your suit's integrity before exiting an airlock. If your suit integrity is compromised, you can't exit the station. Apply Suit Repair Kits to improve your suit's integrity. Alternatively, seek out an Engineering Operator to repair your suit.

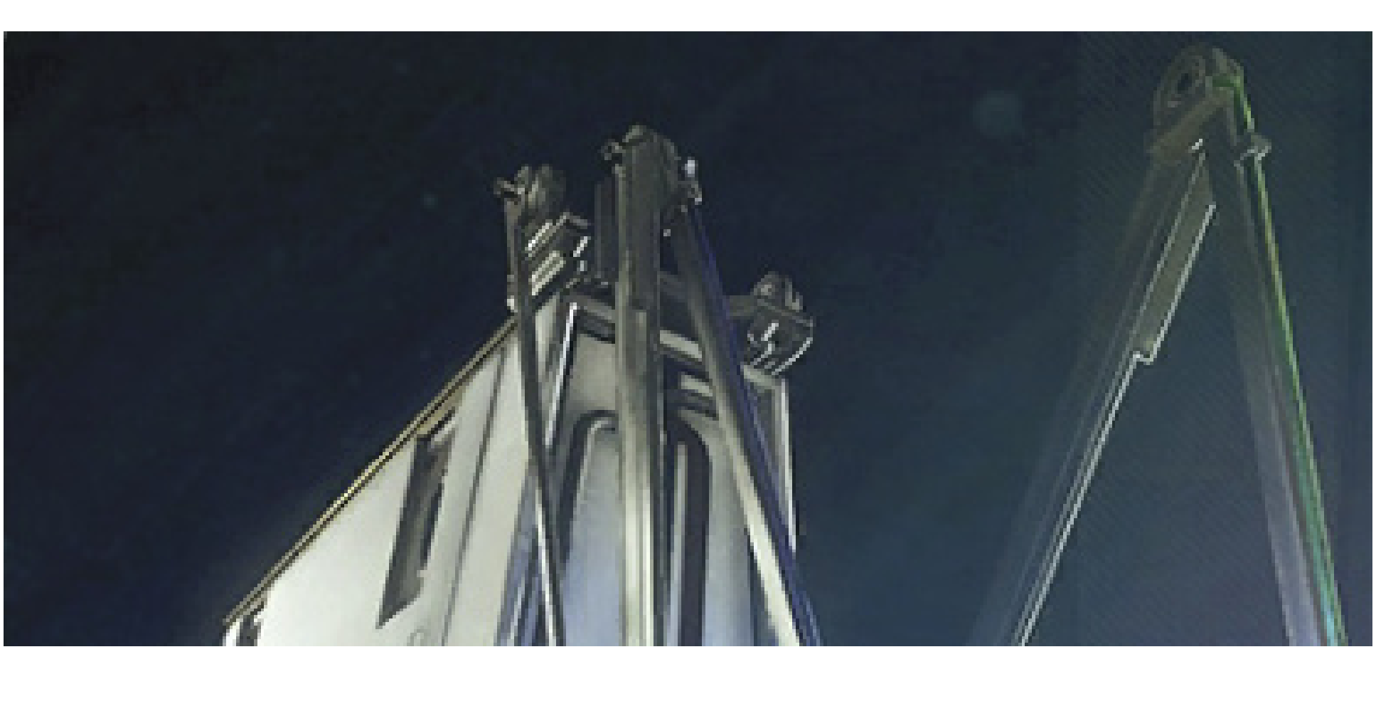
During station-wide lockdowns, all airlocks are automatically sealed, including those you've unlocked. When the lockdown is over, any airlocks you previously unlocked are unsealed.

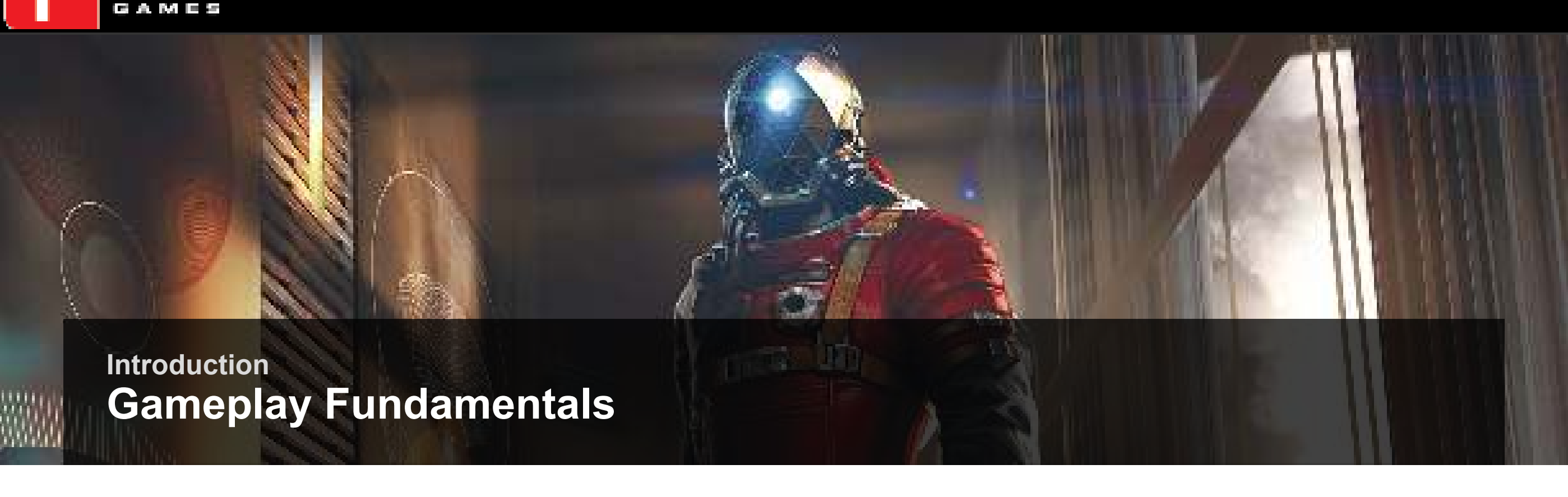
MICROGRAVITY

When equipped with the Artax Propulsion System, your TranStar suit can be used to navigate the harsh environment of space as well as microgravity areas within Talos I, such as the G.U.T.S. Maneuvering in microgravity can be tricky at first, but it becomes easier with experience. Experiment with thrusting, braking, ascending, and descending before adding rolls to your repertoire. If you become disoriented, activate objective waypoints (via your TranScribe) to locate the nearest airlock.

OPERATORS

Manufactured by TranStar, robotic Operators can be found throughout Talos I, augmenting the station's human workforce. Medical, Engineering, and Science Operators complete a variety of mundane and repetitive tasks, freeing crew members to focus on more specialized work. New Operators can be deployed from Operator Dispensers, often found in Medical Bays, labs, and workshops. Reference the maps to find these machines.

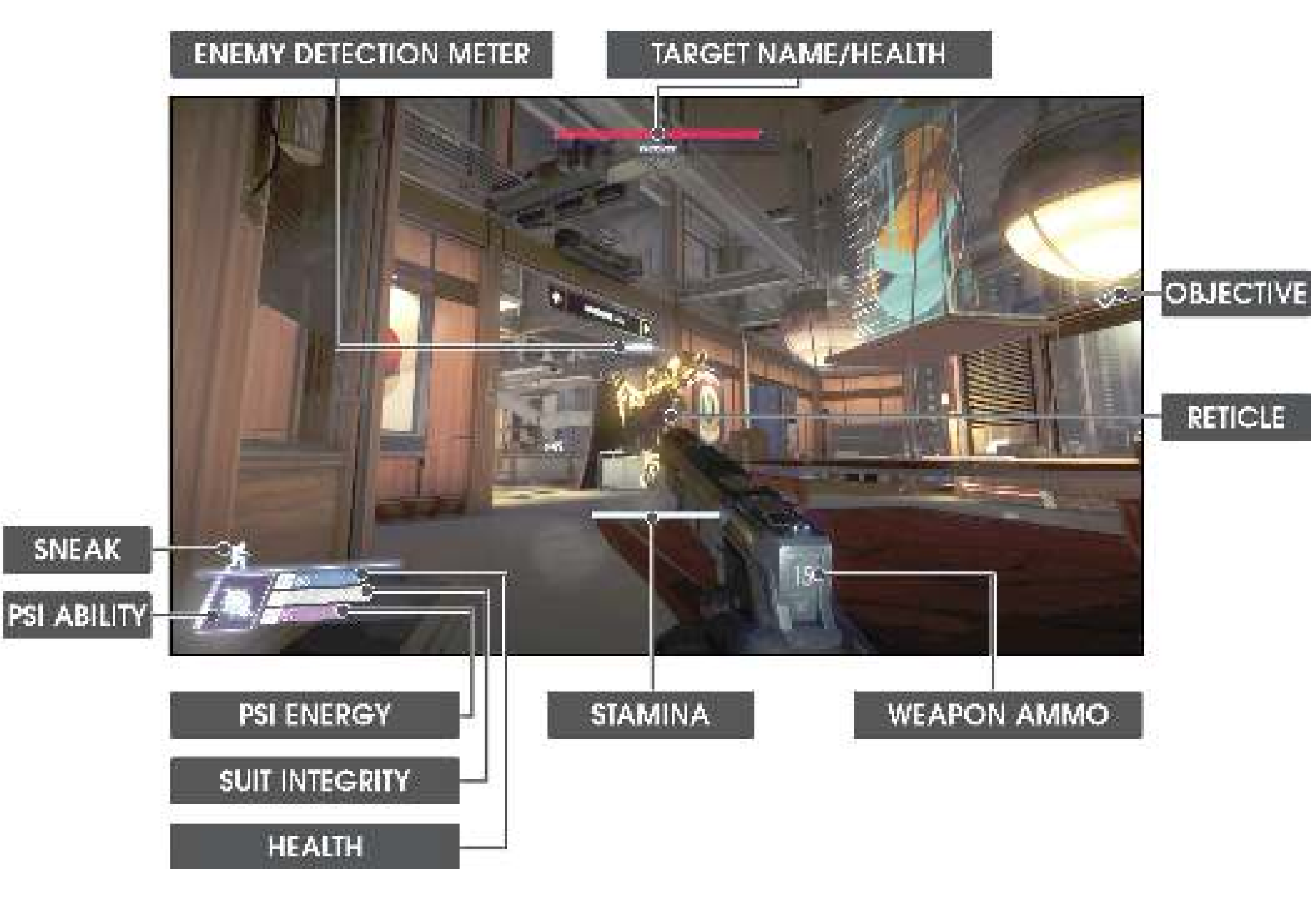




Introduction

Gameplay Fundamentals

INTERFACE



PLAYER STATUS

Health:	This meter shows your current health. If your health reaches zero, you die. Health can be replenished by consuming Medkits and food or by interacting with a Medical Operator.
Suit Integrity:	This indicates the status of your suit. Your suit functions like a layer of armor—the higher your suit's integrity, the less damage you sustain. Suit integrity can be improved by using Suit Repair Kits or by interacting with an Engineering Operator.
Psi Energy:	Psi-based abilities require Psi energy. This meter depletes each time a Psi ability is activated. Replenish Psi energy by consuming Psi Hypos or by interacting with a Science Operator.
Psi Ability:	This icon indicates which Psi ability is currently selected. Access the Favorites Wheel to select different abilities.
Stamina:	Each time you sprint or swing the wrench, stamina is consumed, shown on this meter. Stamina automatically replenishes over time.
Sneak:	This icon appears when you're crouched. Sneaking is the slowest yet stealthiest form of movement, making it tougher for enemies to detect you.

ENEMIES

Target Name/Health:	When aiming at a target, its name and health meter appears at the top of the HUD. If the target has no name, it must be scanned with the Psychoscope to conduct research.
Enemy Detection Meter:	This meter appears above enemies when they detect your presence. If the meter is white, they will begin investigating the area but won't attack until they find you. If the meter turns red, you've been spotted. At this point enemies usually become aggressive and attack.

OBJECTIVES

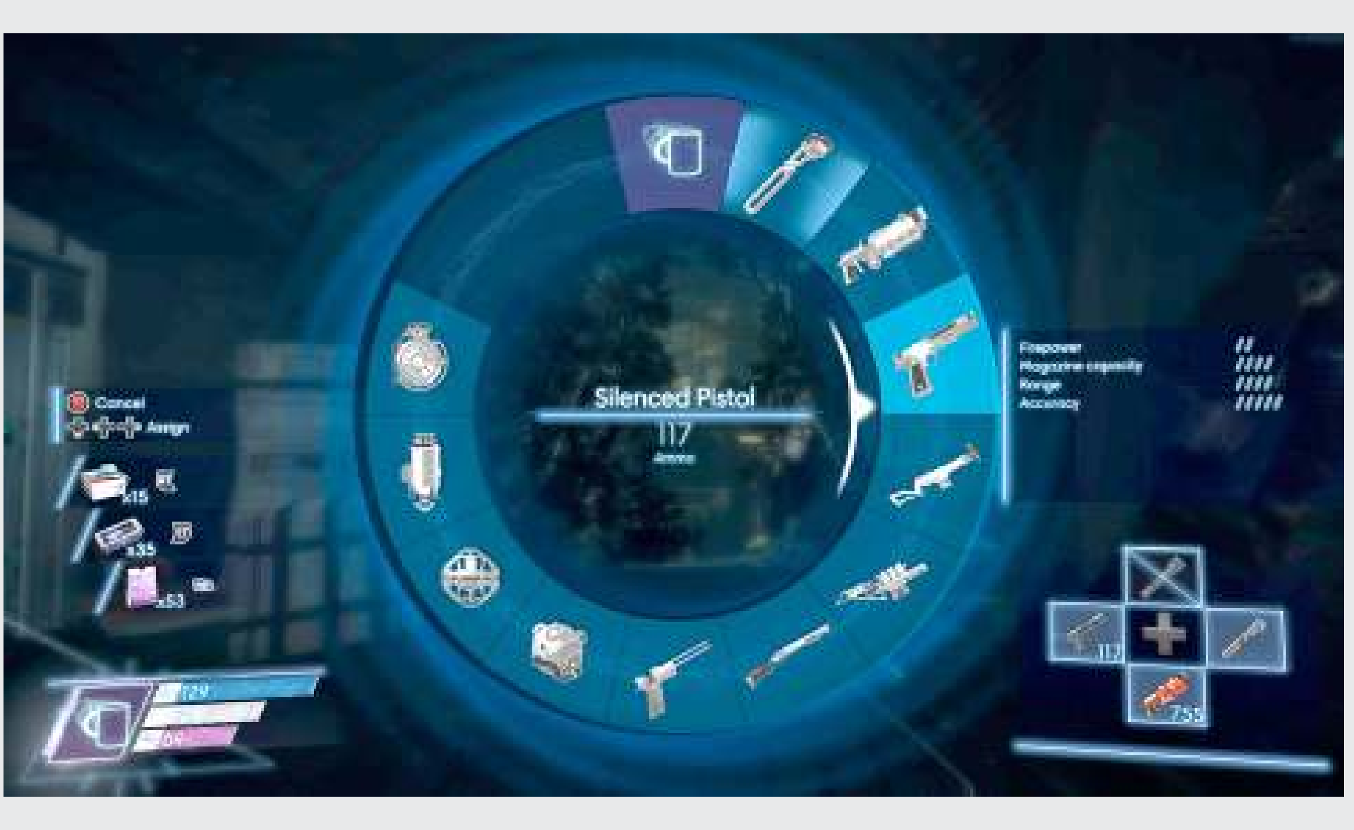
Objective:	White icons on the HUD serve as waypoint markers, pointing to the current story objective. Blue icons point to optional objectives or crew members tagged on security stations.

WEAPONS

Reticle:	The reticle indicates where you're currently aiming. Reticle shapes and sizes differ from weapon to weapon, but they all function similarly. The reticle is white by default, but turns red when an enemy is targeted and within range of the selected weapon.
Weapon Ammo:	All weapons have an integrated ammo indicator. Keep an eye on this indicator and reload as necessary.

FAVORITES WHEEL

The Favorites Wheel allows you to quickly select and equip weapons and Psi abilities. The game is paused while the interface is open, allowing you to change weapons and abilities on the fly during combat. You can also consume Medkits and Psi Hypos while the interface is open.



MOVEMENT

In *Prey*, movement is rather intuitive, especially if you're familiar with the genre. There are five basic forms of movement: walking, running, sprinting, sneaking, and jumping. Walking is an upright form of movement, consuming zero stamina while generating minimal noise. Running is slightly faster, but produces more noise, potentially attracting nearby enemies. When speed matters most, break out into a full sprint to rapidly cover ground. Sprinting drains stamina and generates a significant amount of noise, prompting enemies to investigate. Reserve sprinting for desperate escape attempts, once you've already been spotted by enemies. While sprinting, drop to a crouched stance to initiate a slide. This is a stylish way to enter low ducts and other cramped spaces with low clearance. Moving while crouched is called sneaking. Sneaking is the slowest form of movement, but it's also the stealthiest, making it more difficult for enemies to detect you. Make a habit of sneaking when enemies are near—this is particularly important if you're unarmed or low on ammo. Jumping is sometimes necessary to reach high ledges or for vaulting over low objects.

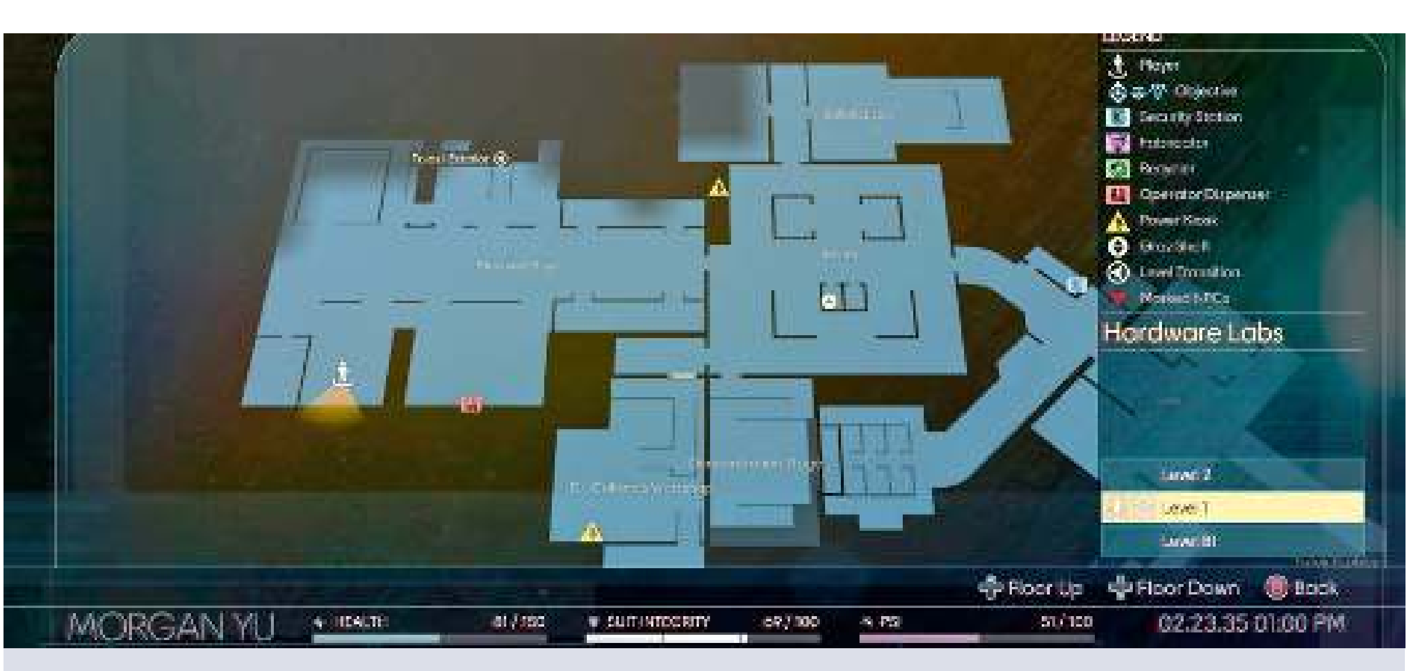
While sneaking is slow, it's the best way to avoid enemy detection. You don't want to draw unnecessary attention when your only lethal weapon is the wrench.

PEAK FITNESS

Is the default movement a bit too sluggish for your taste? Consider installing Neuromods to acquire the Mobility I and Mobility II abilities. You'll need Conditioning before applying these abilities. The Mobility abilities allow you to sprint faster and jump further. Add Stamina I and Stamina II to boost your stamina, allowing you to sprint for longer durations and swing the wrench without getting as winded.

NAVIGATION

Talos I is a massive installation, consisting of 13 separate sections—don't feel bad if you get lost. If you're not sure where you are or where to go, access your TranScribe's map. The map automatically shows your current location, including which floor you're on. If you're still not sure where to go, access the objectives tab on the TranScribe and select a main story or optional objective. This makes the objective active. Active objectives are marked on the HUD appearing as a small icon. Main story objectives are indicated by white icons while optional objectives are represented by blue icons. These icons function as waypoint markers, showing you exactly where to go for the selected objective.



Access the TranScribe's map to get your bearings. Maps are revealed little by little as you explore new areas. Or download entire maps from a nearby security station. Or better yet, use the maps provided in this guide's walkthrough.

FLASHLIGHT

Your TranStar uniform is equipped with an integrated flashlight, ideal for illuminating low-light environments. However, the flashlight may also alert nearby enemies, so use it sparingly.

COMBAT

Since TranStar acquired Talos I, there hasn't been a Typhon containment breach. But the possibility exists. The Typhon are extremely intelligent and have demonstrated surprising resourcefulness in the past, escaping captivity on more than one occasion with disastrous results. TranStar's security officers are completely unaware of the Typhon presence and are ill-equipped to deal with such a deadly and unpredictable threat. Therefore, surviving such a catastrophic event is your responsibility and yours alone.

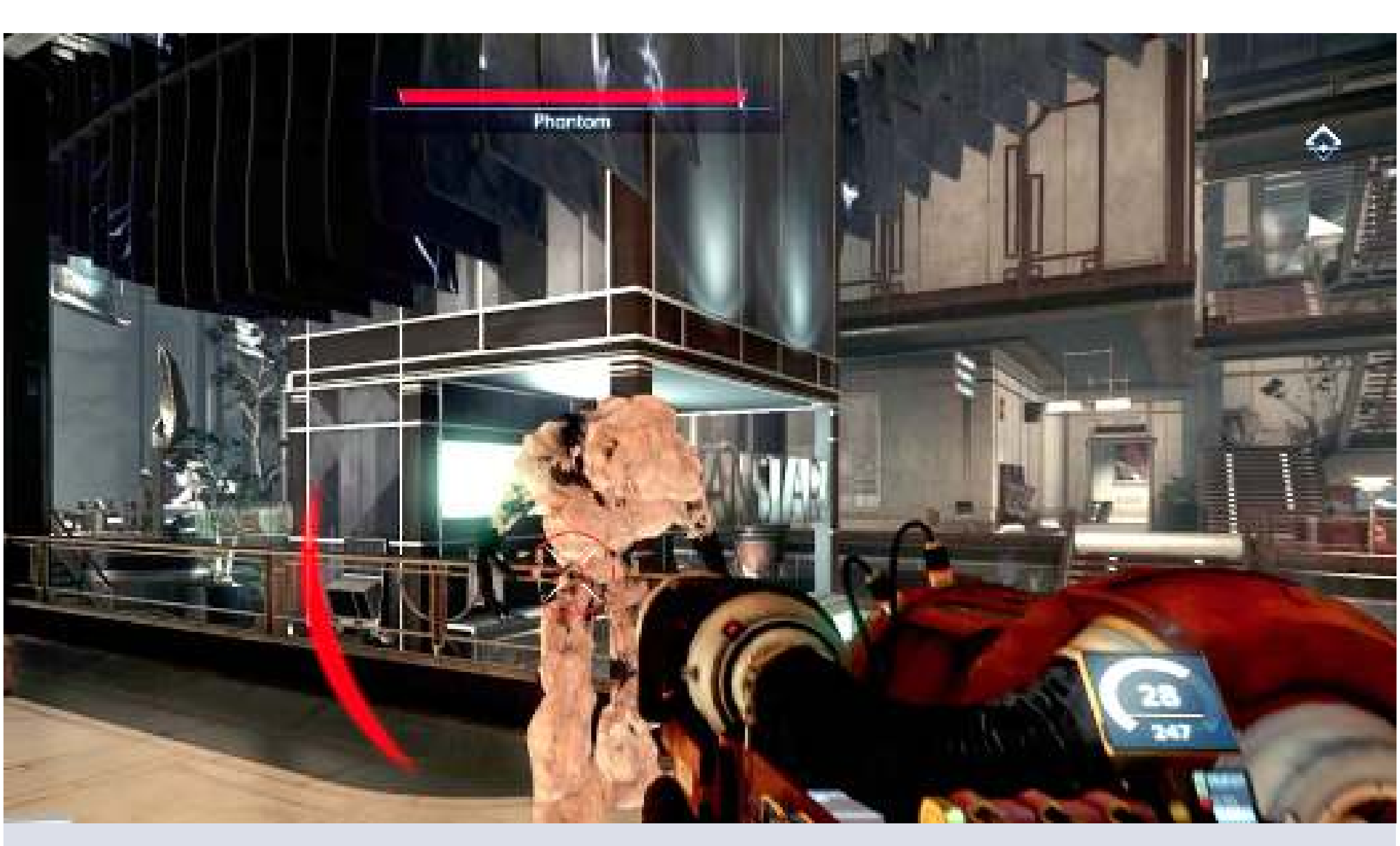
SNEAK ATTACK

Whether you're armed or not, Typhon entities should be avoided at all costs. Any confrontation with a Typhon organism will likely result in injury—and that's a best case scenario. Sneak around the station as frequently as possible to avoid giving away your position. When you spot an enemy, make note of the white, arc-shaped detection meter above them. This meter indicates how aware the enemy is of your presence. If the meter appears, it means the enemy is investigating, but hasn't detected you. However, if the meter turns red, it means you've been spotted—take this as your cue to flee or fight. If you must eliminate an enemy, initiate the attack before you've been spotted, preferably by attacking from behind. By striking an unaware enemy, you gain a 150% sneak attack bonus. While such attacks are rarely lethal, they deal significant damage and allow you to finish off the enemy without consuming as much ammo.

Inflict bonus damage by attacking unsuspecting enemies. If necessary, sneak to close range to guarantee a hit.

COMBOS

As you acquire more weapons and abilities, you can attack enemies with greater confidence and efficiency. Still, it's important to maintain the element of surprise. Immobilize enemies with the GLOO Cannon or stun them with the Disruptor Stun Gun before attacking with more lethal weapons and abilities. Many Typhon enemies rely on Psi-based attacks. You can temporarily disable these abilities by hitting them with a Nullwave Transmitter or the Psychoshock ability. When confronting robotic enemies, disable them with EMP Charges or the Electrostatic Burst ability. But don't let up once an enemy is disabled. Attacking disabled enemies results in bonus damage. Get comfortable with switching weapons during attacks and experiment with different combos.



The GLOO Cannon encases targets in a quick-hardening substance. Use this weapon to immobilize enemies, allowing you to escape or attack with a lethal weapon, like the Shotgun.

PSI TARGETING

Combat Focus and many Typhon abilities require activation via Psi targeting mode. Before activating an ability, you must first select it from the Favorites Wheel. These abilities consume Psi energy, so make sure your Psi meter is adequately replenished. Consume a Psi Hypo or visit a Science Operator to replenish Psi energy. Next, press and hold the Psi targeting button/key to initiate this mode and select your target. Release the Psi targeting mode button/key to execute the ability. Typhon-based abilities like Kinetic Blast, Superthermal, and Psychoshock are very effective, inflicting heavy damage. Or rely on Combat Focus to slow time and deal bonus damage. The Psi abilities give you a tactical advantage in every encounter, so consider adding them to your arsenal.

Psi-based abilities, like Kinetic Blast, must be activated through the Psi targeting mode. Select your target then exit Psi targeting mode to initiate the ability.

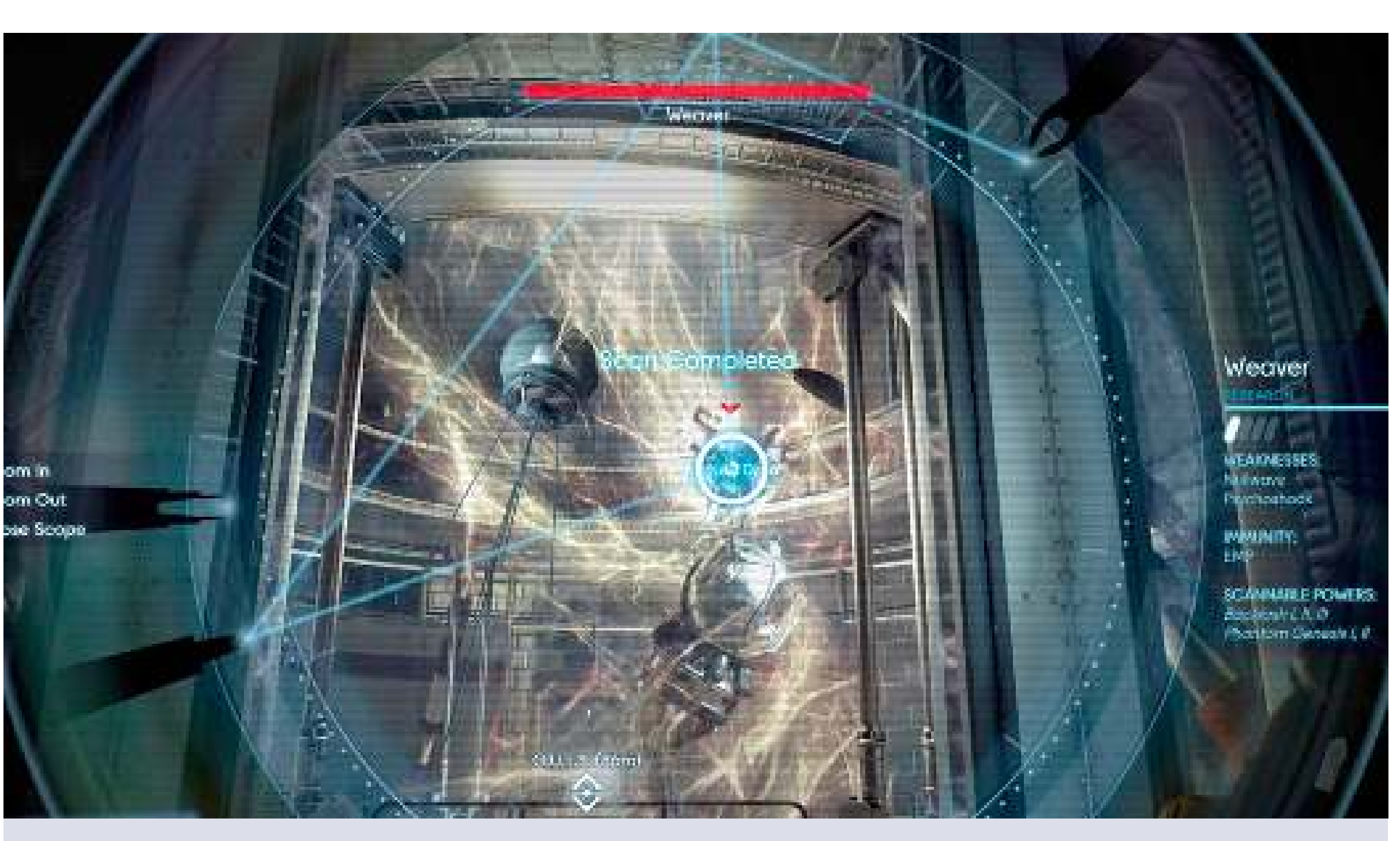
NEUROMOD ENHANCEMENT

Throughout your adventure aboard Talos I, you encounter a number of Neuromods. These devices can be applied to obtain new abilities. Access the TranScribe's Neuromod screen to view available abilities arranged in hierarchical skill trees. By default, only human abilities are available. But by researching Typhon organisms with the Psychoscope, you can discover a variety of Typhon abilities. For more information on both human and Typhon abilities, reference the Abilities chapter in this guide.

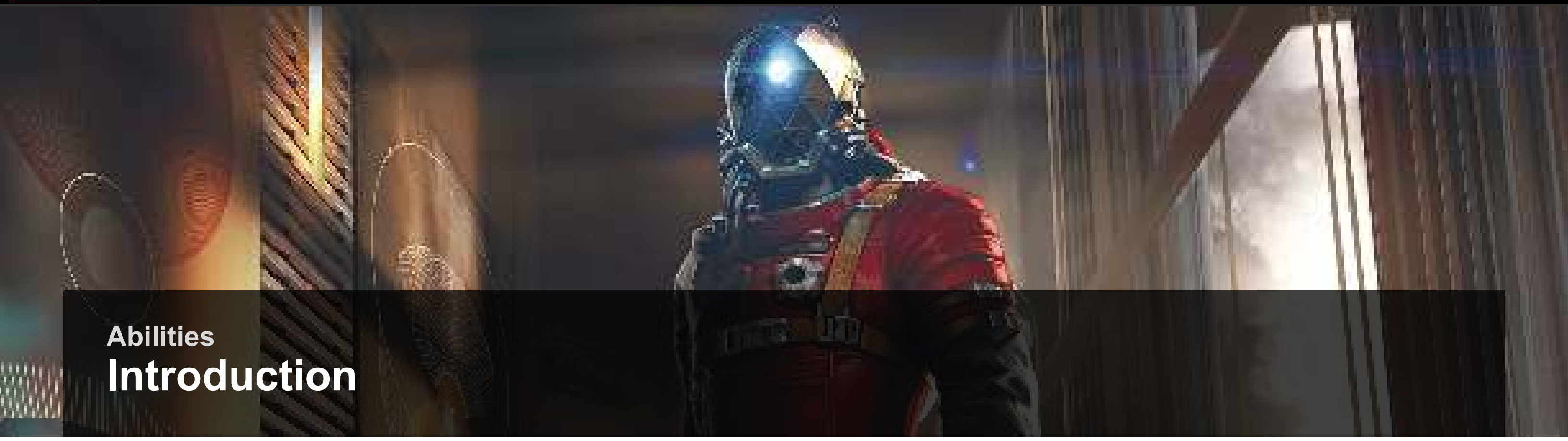
The first Neuromod you encounter is located in the Neuromod Division's foyer, within a display case. Use it to apply your first ability.

PSYCHOSCOPE RESEARCH

Once you've obtained the Psychoscope, you can use it to scan and research a variety of objects and entities, including Typhon organisms. A white diamond icon appears over any new scannable subject—take this as your cue to activate your Psychoscope. Keep the subject centered within the Psychoscope's view while the scan is conducted. Upon the scan's completion, a new entry is added to the TranScribe's Data/Research tab providing more information on the scanned object or entity. Scans of Typhon organisms may also reveal new abilities, visible in the TranScribe's Neuromod tab. Most Typhon organisms require multiple scans to complete their research. But you can't scan the same subject multiple times to complete its research. Instead, you must scan different organisms of the same species to progress research. But don't limit yourself to scanning Typhon. You can also scan Operators, turrets, and humans.



When possible, scan Typhon organisms trapped within containment chambers. Otherwise keep your distance and only scan enemies who haven't detected you.



Abilities

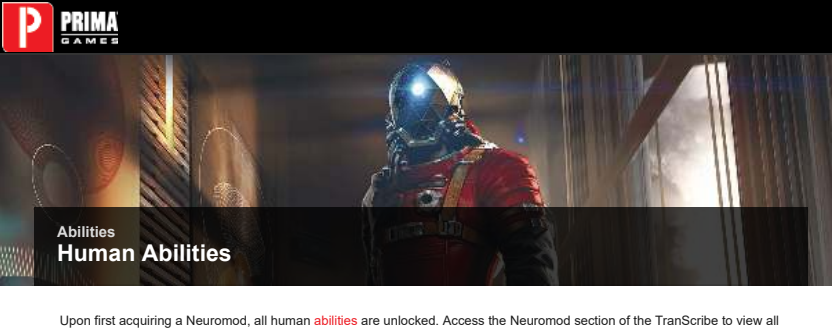
Introduction

Imagine instantly obtaining the skill, knowledge, and experience of a famed concert pianist or the accuracy and precision of a world championship marksman. Innovations in Talos I's Psychotronics division have led to the development of the Neuromod, a revolutionary device capable of enhancing humanity with a variety of expert abilities and skills.

Throughout your adventure aboard Talos I, you'll collect a number of Neuromods. But how will you use them? Will you install them to acquire new skills and improve your chances of survival? Or will you ignore them completely, opting to overcome challenges without Neuromod enhancement? You're free to build your character in any way you see fit. But if you choose to install Neuromods, it's important to understand how each ability functions. Not all abilities are equal—some have greater versatility than others. Furthermore, Neuromods are a limited resource, requiring you to select some abilities over others. Many of the game's achievements and trophies are also tied to abilities, so take that under consideration before investing Neuromods into a new ability.

GENERAL ABILITIES: ACHIEVEMENTS AND TROPHIES

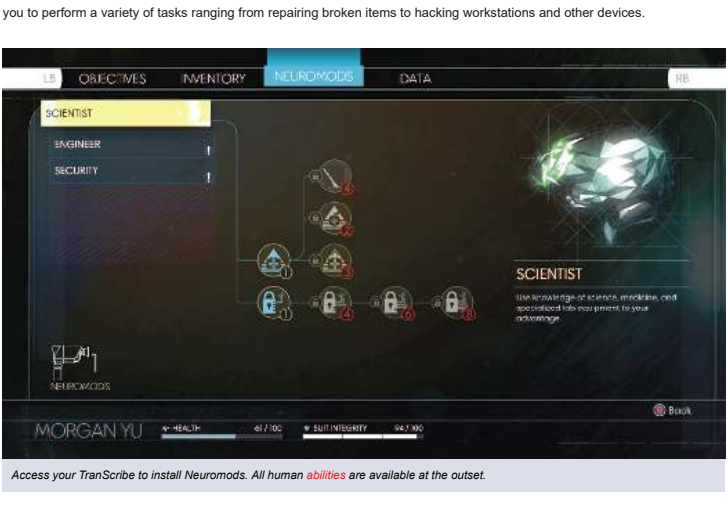
IMAGE	NAME	DESCRIPTION	GAMERSCORE	TROPHY
	Know Thy Self	You acquired a human ability.	10	Bronze
	Know Thine Enemy	You acquired a Typhon power.	10	Bronze
	No Needles	You completed the game without ever acquiring any Typhon power or human ability.	90	Gold
	Split Affinity	You completed the game once acquiring only Typhon powers and again acquiring only human abilities.	90	Gold



Abilities

Human Abilities

Upon first acquiring a Neuromod, all human abilities are unlocked. Access the Neuromod section of the TranScribe to view all abilities within the Scientist, Engineer, and Security skill trees. However, most abilities have prerequisites that must be met before they can be acquired. Furthermore, each ability requires a certain number of Neuromods prior to installation. But once these conditions are met, abilities can be installed via the TranScribe. With the exception of Combat Focus, all human abilities are passive, requiring no activation or Psi energy. Still, these abilities enhance your character in various ways while allowing you to perform a variety of tasks ranging from repairing broken items to hacking workstations and other devices.



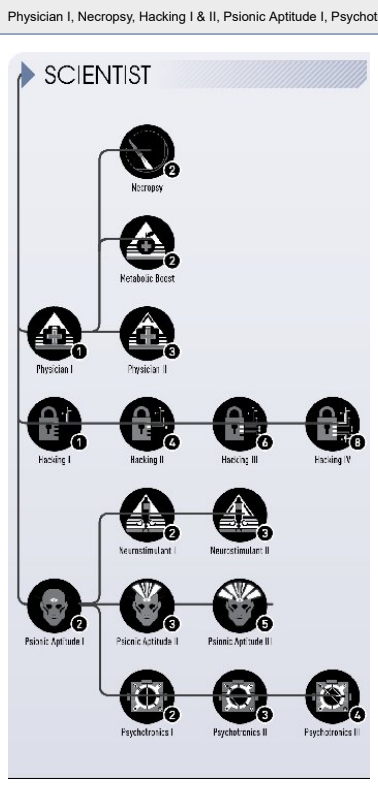
Access your TranScribe to install Neuromods. All human abilities are available at the outset.

HUMAN ABILITIES: ACHIEVEMENTS AND TROPHIES

IMAGE	NAME	DESCRIPTION	GAMERSCORE	TROPHY
	Engineer (Repair)	You repaired at least 20 objects on and around Talos I.	15	Bronze
	Dead Calm (Combat Focus)	You killed an enemy while using Combat Focus.	15	Bronze
	Operator (Hacking)	You hacked at least 20 hackable objects on and around Talos I.	15	Bronze

SCIENTIST

Description	Use knowledge of science, medicine, and specialized lab equipment to your advantage.
Recommended Abilities	Physician I, Necropsy, Hacking I & II, Psionic Aptitude I, Psychotronics I



PHYSICIAN I

Neuromods Required	1
Prerequisite	None
Description	Your knowledge of medical practice increases the effectiveness of Medkits to 150%.

NOTES

The low cost of this ability makes it a good choice during the early moments of the game. While the increased boost to Medkits is welcome, Physician I serves as the prerequisite for Necropsy, a must-have ability if you plan to fabricate your own Neuromods.

PHYSICIAN II

Neuromods Required	3
Prerequisite	Physician I
Description	Your knowledge of medical practice increases the effectiveness of Medkits to 300%.

NOTES

Unless playing on Nightmare difficulty, Physician II isn't essential. You can usually find plenty of health-giving items to keep you alive. Your Neuromods are better spent on other abilities.

NECROPSY

Neuromods Required	2
Prerequisite	Physician I
Description	Recover more valuable organs from Typhon remains. Typhon organs can be recycled for exotic material, which is used in the fabrication of Neuromods.

NOTES

Don't overlook this ability—install it early on. Necropsy allows you to extract more tissue from Typhon corpses which can then be recycled into exotic material. Exotic material is somewhat rare. The more you can acquire, the better off you'll be when it comes to fabricating Neuromods.

METABOLIC BOOST

Neuromods Required	2
Prerequisite	Physician I
Description	Doubles both the duration of the Well Fed bonus and the health gained by consuming food.

NOTES

The usefulness of this ability is largely dependent on how often you rely on food to replenish your health. Consuming food is a great way to top off your health, and this ability increases these benefits. Don't make this ability a priority, but consider installing it if you have a couple of Neuromods to spare.

HACKING I

Neuromods Required	1
Prerequisite	None
Description	Bypass level 1 security measures on computers and robotic systems.

NOTES

Hacking I is the entry-level ability required to crack safes, keypads, and workstations. Very few items have such low security, so think of Hacking I as a mere stepping stone toward the more powerful Hacking abilities.

HACKING II

Neuromods Required	4
Prerequisite	Hacking I
Description	Bypass level 2 security measures on computers and robotic systems.

NOTES

Hacking II is much more useful than its predecessor, allowing you access to a wider range of secure devices. If you're not fond of hunting down notes and emails containing passwords and codes, this is a worthwhile ability. Hacking II also allows you to hack turrets. This is necessary if a turret becomes hostile due to tampering by a Technopath, or if you install two or more Typhon abilities.

HACKING III

Neuromods Required	6
Prerequisite	Hacking II
Description	Bypass level 3 security measures on computers and robotic systems.

NOTES

Costing six Neuromods, Hacking III isn't cheap. But it allows you to hack the majority of keypads, workstations, and safes on Talos I. Consider installing this ability once you've accumulated several extra Neuromods or obtained a Neuromod fabrication license.

HACKING IV

Neuromods Required	8
Prerequisite	Hacking III
Description	Bypass level 4 security measures on computers and robotic systems.

NOTES

With Hacking IV, there's no device you can't crack. However, devices with level 4 security are somewhat rare, making this ability a hard sell until you've reached the latter stages of the game or acquire more Neuromods than you know what to do with. Cracking level 4 safes and workstations can yield some valuable items and information. The ability is most useful for hacking hostile Military Operators.

PSIONIC APTITUDE I

Neuromods Required	2
Prerequisite	None
Description	Increase your Psi pool to 120.

NOTES

Hold off on this ability until you acquire the Psychoscope—this is when your Psi energy meter first appears. Boosting your Psi pool to 120 is worthwhile if you plan to invest in a few Typhon abilities. This increases the number of Typhon abilities you can deploy before using a Psi Hypo or Science Operator to recover. Psionic Aptitude I is also the gateway prerequisite to Neurostimulant I and Psychotronics I.

PSIONIC APTITUDE II

Neuromods Required	3
Prerequisite	Psionic Aptitude I
Description	Increase your Psi pool to 150.

NOTES

If you find yourself using more and more Typhon abilities, Psionic Aptitude II is a good choice—and it's relatively cheap. With a Psi pool of 150 you can deploy more Typhon abilities, relying less on Psi Hypos.

PSIONIC APTITUDE III

Neuromods Required	5
Prerequisite	Psionic Aptitude II
Description	Increase your Psi pool to 200.

NOTES

Psionic Aptitude III is ideal when building a character relying primarily on Typhon abilities, benefiting from a generous Psi pool of 200. However, the ability isn't cheap. Consider the upgrade if you have an abundance of Neuromods or the capability of fabricating your own.

NEUROSTIMULANT I

Neuromods Required	2
Prerequisite	Psionic Aptitude I
Description	Increase the effectiveness of Psi Hypos by 50%.

NOTES

Don't bother investing in this ability until you obtain the Psychoscope, unlocking the Typhon ability trees. Even then, hold back until you determine how heavily you deploy Typhon abilities—Psi Hypos and this ability are worthless if you have no intention of using Typhon abilities.

NEUROSTIMULANT II

Neuromods Required	3
Prerequisite	Neurostimulant II
Description	Increase the effectiveness of Psi hypos by 100%.

NOTES

Like Neurostimulant I, this upgraded ability is only useful if you're constantly using Psi Hypos to recover following the deployment of Typhon abilities. Only consider this ability if you're building a Typhon-heavy character.

PSYCHOTRONICS I

Neuromods Required	2
Prerequisite	Psionic Aptitude I
Description	Allows installation of two additional chipsets on your Psychoscope.

NOTES

Initially, your Psychoscope has two available slots for chipsets. This ability expands the number of chipset slots to four. Installing up to four chipsets allows you to benefit from a wider range of buffs.

PSYCHOTRONICS II

Neuromods Required	3
Prerequisite	Psychotronics I
Description	Allows installation of two additional chipsets on your Psychoscope.

NOTES

Building on Psychotronics I, this ability boosts the number of chipset slots in your Psychoscope to six. This ability only makes sense once you've acquired a variety of Scope Chipsets. Even then you can swap out chipsets on the fly, making this ability less of a necessity.

PSYCHOTRONICS III

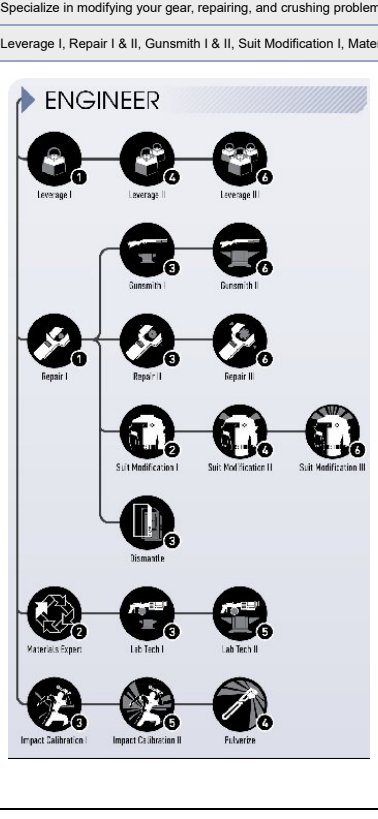
Neuromods Required	4
Prerequisite	Psychotronics II
Description	Allows installation of two additional chipsets on your Psychoscope.

NOTES

Psychotronics III boosts the number of chipset slots in your Psychoscope to eight. Even in the game's latter stages, this ability is a bit excessive. However, it might be worth it if you're annoyed by constantly managing your installed chipsets.

ENGINEER

Description	Specialize in modifying your gear, repairing, and crushing problems with your wrench.
Recommended Abilities	Leverage I, Repair I & II, Gunsmith I & II, Suit Modification I, Materials Expert, Lab Tech I & II



LEVERAGE I

Neuromods Required	1
Prerequisite	None
Description	Lift heavy objects with ease and throw objects further. Thrown objects will damage enemies.

NOTES

Leverage I allows you to lift moderately sized objects, and throw them with surprising force. While throwing objects at enemies isn't the best offensive option, if you score a hit, it will inflict some damage. This ability is most useful for moving objects out of your way, allowing you to access new areas. Given its cheap cost and versatility, consider installing this ability early on.

LEVERAGE II

Neuromods Required	4
Prerequisite	Leverage I
Description	Lift even heavier objects and throw objects even further. Thrown objects will damage enemies.

NOTES

This ability improves upon Leverage I, giving you the strength to lift and throw larger objects. The increased mass of the objects you can lift results in heavier damage when thrown at an enemy. Still, lifting and throwing objects isn't always the best course of action. The ability is more suitable for dismantling makeshift barricades, giving you access to new rooms and areas.

LEVERAGE III

Neuromods Required	6
Prerequisite	Leverage II
Description	Lift anything that isn't bolted to the floor and throw objects even further. Your brute strength can be applied to force open an unpowered door.

NOTES

Leverage III isn't cheap, but it grants you the strength to lift and throw any movable object on Talos I—throwing large objects can outright kill weaker Typhon entities. In addition to lifting and throwing massive objects, the ability also allows you to force unpowered doors open, eschewing the need to locate a power kiosk or alternative path.

GUNSMITH I

Neuromods Required	3
Prerequisite	Repair I
Description	Allows use of Weapon Upgrade Kits to upgrade security weapons beyond modification level 1.

NOTES

Gunsmith I allows you to make significant improvements when using Weapon Upgrade Kits on the Silenced Pistol, Shotgun, Disruptor Stun Gun, or Artemis Golden Pistol. If you find yourself relying on any of these weapons regularly, this is a worthwhile ability to acquire (but you'll need Repair I first).

GUNSMITH II

Neuromods Required	6
Prerequisite	Gunsmith I
Description	Allows use of Weapon Upgrade Kits to fully upgrade security weapons.

NOTES

The Silenced Pistol, Shotgun, Disruptor Stun Gun, and Artemis Golden Pistol can't be fully upgraded until the Gunsmith II ability is installed. Hold off on this ability until you've addressed more pressing priorities, like Lab Tech I and Lab Tech II. The upgrades available under Gunsmith I should prove adequate until you reach the game's midpoint.

REPAIR I

Neuromods Required	1
Prerequisite	None
Description	Fix broken Grav Shafts, Fabricators, and Recyclers with Spare Parts.

NOTES

Repair I is a great first-choice candidate when acquiring your first Neuromod. While the ability limits you to fixing Grav Shafts, Fabricators, and Recyclers, it's a crucial gateway prerequisite for other abilities including Repair II, Gunsmith I, Suit Modification I, and Dismantle. Costing only one Neuromod, this ability is a no-brainer—install it as soon as possible.

REPAIR II

Neuromods Required	3
Prerequisite	Repair I
Description	Fix broken Turrets, Operators, and Electrical Junctions with Spare Parts. Increased efficiency with Spare Parts.

NOTES

When it comes to fixing things, Repair I is somewhat lacking. But much of its deficiencies are addressed by Repair II, allowing you to fix almost everything on Talos I. This comes in handy for repairing damaged turrets, Operators, and electrical junctions. The ability also reduces the amount of spare parts required to fix each object. Install this ability as early as possible so you can leverage the impressive firepower provided by turrets.

REPAIR III

Neuromods Required	6
Prerequisite	Repair II
Description	Fortify Turrets with Spare Parts. Increased efficiency with Spare Parts.

NOTES

Repair III isn't as crucial as its predecessors—unless you're a huge fan of turrets. This gives you the ability to fortify turrets, allowing them to absorb much more damage before they become disabled. Fortified turrets are more effective against aggressive, durable enemies, like Thermal Phantoms. If you have plenty of spare parts and the necessary Neuromods, this is a worthwhile ability once you reach the game's midpoint. But if you don't use turrets regularly, forget about it.

SUIT MODIFICATION I

Neuromods Required	2
Prerequisite	Repair I
Description	Upgrade your TranStar uniform with extra inventory space and allow installation of two additional chipsets.

NOTES

As you collect more and more items, the lack of inventory space becomes a problem. Suit Modification I helps relieve this by expanding the number of inventory slots. The ability also unlocks two extra chipset slots, allowing you to install up to four simultaneously. Consider installing this ability early on, particularly as you discover more weapons.

SUIT MODIFICATION II

Neuromods Required	4
Prerequisite	Suit Modification I
Description	Upgrade your TranStar uniform with extra inventory space and allow installation of two additional chipsets.

NOTES

If you have Suit Modification I and you're still running out of inventory space, upgrading this ability can help alleviate some of that inventory management anxiety. In addition, this ability unlocks two additional chipset slots, bringing the total to six.

SUIT MODIFICATION III

Neuromods Required	6
Prerequisite	Suit Modification II
Description	Upgrade your TranStar uniform with extra inventory space and allow installation of two additional chipsets.

NOTES

Suit Modification III expands your inventory to its maximum size. This makes it easier to carry every weapon as well as supplies and recyclable junk. This ability also unlocks the last two chipset slots, bringing the total to eight. With all the extra space, you'll spend less time sorting through your inventory and managing chipsets.

DISMANTLE

Neuromods Required	3
Prerequisite	Repair I
Description	Break down equipment in your inventory into Spare Parts and recover Spare Parts from destroyed Operators.

NOTES

Constantly repairing objects takes its toll on your stash of spare parts. Dismantle allows you to take apart objects in your inventory, yielding extra spare parts. The ability also allows you to retrieve spare parts from destroyed Operators. Dismantle isn't the most crucial ability, but it can prove useful if spare parts become scarce.

MATERIALS EXPERT

Neuromods Required	2
Prerequisite	None
Description	Increase recycling yield by 20%.

NOTES

Install this ability early to recover 20% more material when using Recyclers. While the increased recycling yield is welcome, it's not the only reason to make Materials Expert an early choice. The ability is also the gateway prerequisite for Lab Tech I, allowing you to install advanced upgrades to the GLOO Cannon and Q-Beam.

LAB TECH I

Neuromods Required	3
Prerequisite	Materials Expert
Description	Allows use of Weapon Upgrade Kits to upgrade non-standard tech weapons beyond modification level 1.

NOTES

Upgrading the GLOO Cannon and Q-Beam should be a top priority—Lab Tech I gives you the knowledge to do so. Apply Weapon Upgrade Kits to these weapons to install second-tier upgrades, making each weapon more effective. Prioritize Q-Beam upgrades over the GLOO Cannon, as it's the most effective weapon against advanced Typhon organisms.

LAB TECH II

Neuromods Required	5
Prerequisite	Lab Tech II
Description	Allows use of Weapon Upgrade Kits to fully upgrade non-standard tech weapons.

NOTES

Lab Tech II is required to fully upgrade the GLOO Cannon and Q-Beam. Apply your Weapon Upgrade Kits to the Q-Beam first, focusing on its power and firing time. Once those stats are maxed out, apply upgrades to the GLOO Cannon's incapacitation rate and range. Upgrading these key weapons makes survival aboard Talos I a bit easier.

IMPACT CALIBRATION I

Neuromods Required	3
Prerequisite	None
Description	Reduce stamina cost of wrench attacks by 25%.

NOTES

If you prefer whacking enemies with the wrench, Impact Calibration I may be a worthwhile ability. This reduces the amount of stamina required to swing the wrench by 25%. While the wrench is a vital weapon during the game's opening moments, its importance wanes as you acquire new weapons. Given its relative high cost, this ability is a tough sell unless you're adamant about wielding the wrench.

IMPACT CALIBRATION II

Neuromods Required	5
Prerequisite	Impact Calibration I
Description	Wrench attacks deal 50% more damage.

NOTES

Impact Calibration II makes melee strikes with the wrench even deadlier, increasing damage by 50%. For best results, always sneak up on enemies before attacking to gain an additional 150% sneak attack damage bonus. At this point, the wrench becomes a serious contender when attacking unsuspecting Mimics, killing with one hit.

PULVERIZE

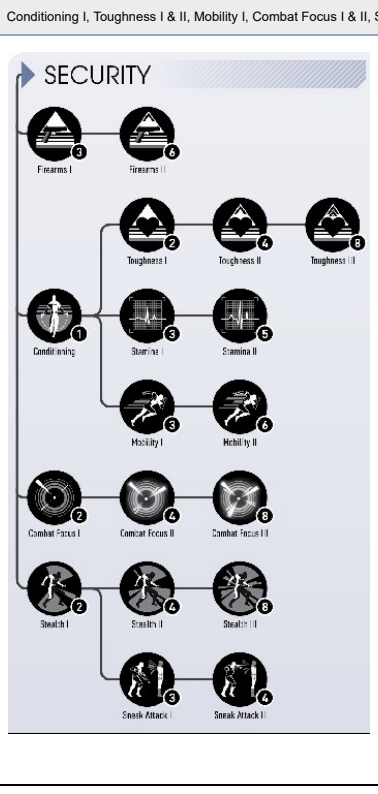
Neuromods Required	4
Prerequisite	Impact Calibration II
Description	Attacking with the wrench has a 25% chance to do Bonus Damage.

NOTES

Pulverize is the pinnacle of wrench combat abilities, giving you a 25% chance of inflicting bonus damage. When stacked with Impact Calibration II and Sneak Attack I or Sneak Attack II, the wrench has the potential to inflict surprisingly heavy damage, easily killing weaker Typhon organisms with a single hit.

SECURITY

Description	Boost your physical abilities, skill with firearms, and security tactics.
Recommended Abilities	Conditioning I, Toughness I & II, Mobility I, Combat Focus I & II, Stealth I, Sneak Attack I



FIREARMS I

Neuromods Required	3
Prerequisite	None
Description	Increases damage with security weapons to 120% and chance to critically hit to 6%.

NOTES

Firearms I applies slight damage bonuses to the Silenced Pistol, Shotgun, Disruptor Stun Gun, and Artemis Golden Pistol, making them even deadlier. Increased damage output results in reduced ammo consumption over time, allowing you to use these weapons more frequently. So consider installing this upgrade early on.

FIREARMS II

Neuromods Required	6
Prerequisite	Firearms I
Description	Increases damage with security weapons to 150% and chance to critically hit to 10%.

NOTES

This upgrade offers improved damage bonuses over Firearms I, but at a rather steep price. The value of Firearms II is dependent on how frequently you use the Silenced Pistol, Shotgun, Disruptor Stun Gun, and Artemis Golden Pistol. The six Neuromods required to acquire this ability could be better used, particularly early on.

CONDITIONING

Neuromods Required	1
Prerequisite	None
Description	Increase your health to 115 and your stamina to 105. Run, sneak, climb, and sprint 5% faster.

NOTES

Costing a single Neuromod, the Conditioning ability should be installed early, with no reservations. In addition to boosting your health, stamina, and movement speed, the ability is a gateway prerequisite to Toughness I, Stamina I, and Mobility I.

TOUGHNESS I

Neuromods Required	2
Prerequisite	Conditioning
Description	Increase your health to 150. Natural life span increased by 25 years.

NOTES

Toughness I builds on the health-boosting bonus offered by Conditioning, increasing your maximum health to 150. This allows you to take more damage before recovering with a Medkit, food, or Medical Operator. Given the relatively cheap cost, this is good choice when playing on any difficulty.

TOUGHNESS II

Neuromods Required	4
Prerequisite	Toughness I
Description	Increase your health to 200. Natural life span increased by 50 years.

NOTES

The health boosts continue with Toughness II, increasing your maximum health to 200. Do you really need that much health? It all depends on your skill level and the game's selected difficulty. Novice players or those playing on Nightmare difficulty can definitely benefit from the extra health.

TOUGHNESS III

Neuromods Required	8
Prerequisite	Toughness II
Description	Increase your health to 300. Natural life span increased by 75 years.

NOTES

Sporting a maximum health of 300, Toughness III is best reserved for those playing on Nightmare difficulty, where damage inflicted by enemies is extreme. When playing on lesser difficulties, the use of Medkits and other health items should be sufficient to keep you alive. Even on Nightmare, the cost of Toughness III can be a deterrent.

STAMINA I

Neuromods Required	3
Prerequisite	Conditioning
Description	Increases your stamina to 125.

NOTES

Each time you sprint, jump, or swing your wrench, it depletes your stamina, indicated by a white bar appearing in the center of the HUD. If you find yourself getting winded by these strenuous activities, Stamina I offers a slight boost.

STAMINA II

Neuromods Required	5
Prerequisite	Stamina I
Description	Increases your stamina to 150.

NOTES

Unless you're sprinting through Talos I as quickly as possible, investing in Stamina II shouldn't be a priority. While the ability does offer an increase to your stamina, it also costs five Neuromods to install. You can usually find a better way to allocate your Neuromods.

MOBILITY I

Neuromods Required	3
Prerequisite	Conditioning
Description	Increase overall movement speed. Run, sneak, climb, and sprint 25% faster.

NOTES

Mobility I provides a slight boost to your overall movement speed. The faster movement doesn't necessarily result in a loss of stealth, so don't worry about alerting enemies while sneaking at a faster rate. How important is it for you to move faster? It's up to you to determine if the ability is worth the three Neuromods required to install.

MOBILITY II

Neuromods Required	6
Prerequisite	Mobility I
Description	Gain the ability to sprint with ludicrous speed and to jump incredibly high.

NOTES

While the speed gains offered by Mobility I are relatively modest, Mobility II takes speed to a whole new level. Sprinting with this ability allows you to cover ground extremely fast. You can also jump higher and further. Combine sprinting and jumping to leap great distances and heights. Use this in conjunction with the Artax Propulsion System to cover some impressive distances.

COMBAT FOCUS I

Neuromods Required	2
Prerequisite	None
Activation Cost	20 Psi
Description	Enter a state of Combat Focus for 10 seconds in which time slows around you and actions cost 50% stamina.

NOTES

Combat Focus I and its successors are the only human abilities which consume Psi energy. When activated, time slows, making it easier to dodge enemy attacks while countering with attacks of your own. Use these ten seconds wisely—seek cover, move to a flanking position, or simply escape if you're outnumbered. Costing only two Neuromods, Combat Focus I is a worthwhile ability, particularly if you're new to FPS games.

COMBAT FOCUS II

Neuromods Required	4
Prerequisite	Combat Focus I
Activation Cost	20 Psi
Description	Combat Focus duration increases to 15 seconds, time slows less for you than your enemies, your attacks deal 120% damage, and actions cost 25% stamina.

NOTES

Combat Focus II improves upon its predecessor, slowing time for 15 seconds and granting you a 120% damage bonus for all attacks inflicted during this period. While your movement is still slow, your enemies move even slower. This gives you a significant tactical advantage, allowing you to outmaneuver fast-moving enemies like Mimics and Etheric Phantoms. Try to attack before you're spotted to benefit from the 150% sneak attack bonus—this stacks with Combat Focus II's 120% damage bonus.

COMBAT FOCUS III

Neuromods Required	8
Prerequisite	Combat Focus II
Activation Cost	20 Psi
Description	Combat Focus duration increases to 20 seconds, time slows around you but you can move normally, your attacks deal 150% damage, and actions cost no stamina.

NOTES

This is the apex of the Combat Focus abilities, lasting 20 seconds and offering a variety of benefits, including a 150% damage bonus. As time slows around you, you continue to move at normal speed and experience no stamina costs. This allows you to race up to enemies and attack at close range with weapons like the wrench and Shotgun before they can even respond. While Combat Focus III isn't cheap, it's worth the superhero-like capabilities.

STEALTH I

Neuromods Required	2
Prerequisite	None
Description	Enemies take longer to detect you when you are sneaking or crawling.

NOTES

If you prefer a cautious and less confrontational approach to exploring Talos I, Stealth I allows you to sneak around without drawing too much attention. The ability only applies while sneaking or crawling, so stay low. Consider combining this with Mobility I to increase your movement speed while sneaking. Otherwise, crawling around can be slow.

STEALTH II

Neuromods Required	4
Prerequisite	Stealth I
Description	Walk and run without making noise.

NOTES

Stealth II builds on the abilities of Stealth I, allowing you to walk and run without making noise. However, you can still be spotted just as easily. So always drop to a crouch and sneak around when operating in areas occupied by enemies—the covert benefits of Stealth I still apply while sneaking.

STEALTH III

Neuromods Required	8
Prerequisite	Stealth II
Description	Sprint without making noise.

NOTES

This ability extends the benefits of Stealth II to sprinting. But unless you want to draw unwanted attention, it's still advisable to sneak when moving within line of sight of enemies—just because they can't hear you it doesn't mean they can't see you. Given the slight improvement over Stealth II, this ability is rather costly, requiring eight Neuromods.

SNEAK ATTACK I

Neuromods Required	3
Prerequisite	Stealth I
Description	Do 200% damage to enemies while they are unaware of you.

NOTES

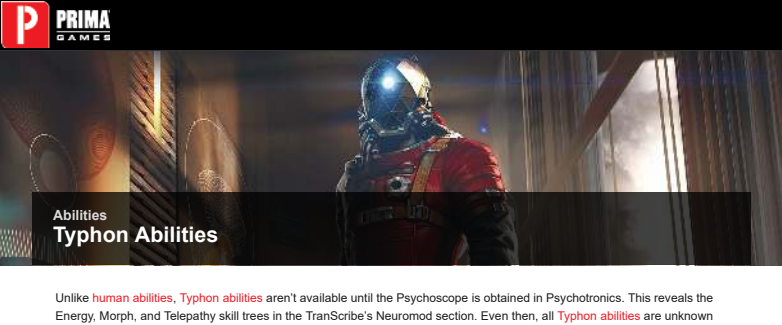
Normally, you benefit from a 150% damage bonus when attacking unsuspecting enemies. This ability increases the damage bonus to 200%. Since Stealth I is a prerequisite, this helps increase the chance of sneaking up on enemies. The damage bonus is applied to any weapon, so attack with heavy-hitters like the Shotgun or Q-Beam to maximize damage output.

SNEAK ATTACK II

Neuromods Required	4
Prerequisite	Sneak Attack I
Description	Do 250% damage to enemies while they are unaware of you.

NOTES

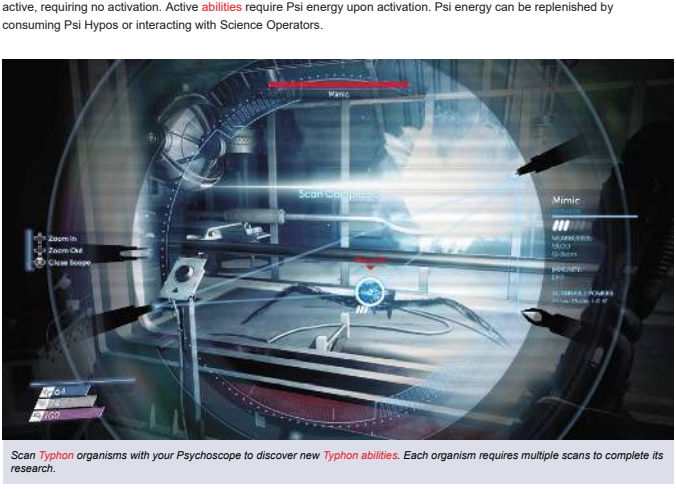
Sneak Attack II offers a noticeable improvement over its predecessor, benefiting from a 250% damage bonus when attacking enemies who haven't detected you. As with Sneak Attack I, continue attacking with high damage output weapons like the Shotgun and Q-Beam. This can make a huge difference when attacking durable enemies like Telepaths, Weavers, and Thermal Phantoms. This damage bonus can be stacked with those offered by Combat Focus II and III.



Abilities

Typhon Abilities

Unlike human abilities, Typhon abilities aren't available until the Psychoscope is obtained in Psychotronics. This reveals the Energy, Morph, and Telepathy skill trees in the TranScribe's Neuromod section. Even then, all Typhon abilities are unknown until they are researched by scanning Typhon organisms with the Psychoscope. Each new scan may lead to the discovery of a new ability. For example, scanning a Phantom for the second time reveals the Kinetic Blast I ability. Or scan a Greater Mimic once to discover the Mimic Matter I ability. Once an ability is researched, it can be installed through the application of Neuromods via the TranScribe. There are a mix of passive and active Typhon abilities available. Passive abilities are always active, requiring no activation. Active abilities require Psi energy upon activation. Psi energy can be replenished by consuming Psi Hypos or interacting with Science Operators.



Scan Typhon organisms with your Psychoscope to discover new Typhon abilities. Each organism requires multiple scans to complete its research.

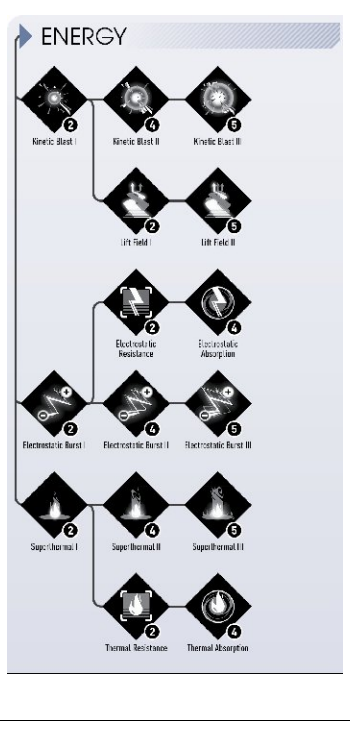
Installing Typhon abilities comes with some risks. If two or more Typhon abilities are installed, the station's security turrets will no longer recognize you as human and attack. Hostile turrets pose a significant threat but can be temporarily disabled with the Disruptor Stun Gun, EMP Charges, or the Electrostatic Burst ability. Once disabled, turrets can be hacked, causing them to ignore you. When installing three Typhon abilities, you'll draw the attention of a Nightmare, a massive and deadly Typhon organism. Nightmares appear somewhere in your current level, but they won't necessarily detect you immediately. Stay away from Nightmares at all costs to avoid a chase or confrontation.

TYPHON ABILITIES: ACHIEVEMENTS AND TROPHIES

IMAGE	NAME/ABILITY	DESCRIPTION	GAMERSCORE	TROPHY
	A Different Side of Yu (Phantom Shift)	You scanned your Phantom Shift duplicate with the Psychoscope.	15	Bronze
	Ball Lightning (Electrostatic Burst)	You used Electrostatic Burst to drop two or more Operators at once.	15	Bronze
	Deprogramming (Mindjack)	You used Mindjack to free a mind-controlled human.	15	Bronze
	Escape Velocity (Kinetic Blast)	You blasted yourself as an object for at least 20 meters while in normal gravity.	15	Bronze
	It's Alive (Phantom Genesis)	You created a Phantom using Phantom Genesis.	15	Bronze
	Mimesis (Mimic Matter)	You mimicked a Mimic.	15	Bronze
	Shapeshifter (Mimic Matter)	You mimicked 20 or more unique objects.	15	Bronze
	Tee One Up (Lift Field)	You killed an enemy while they were Lifted.	15	Bronze
	Thoughts Can Kill (Psychoshock)	You killed a Human using Psychoshock.	15	Bronze

ENERGY

Description	Harness the destructive power of electricity, fire, and kinetic energy.
Recommended Abilities	Kinetic Blast I & II, Electrostatic Burst I & II, Superthermal I & II



KINETIC BLAST I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	30 Psi
Psychoscope Research	Phantom (2nd Scan), Cystoid (3rd Scan)
Description	Create a physical blast that deals up to 70 damage and pushes away anything within 5 meters of the targeted area.

NOTES

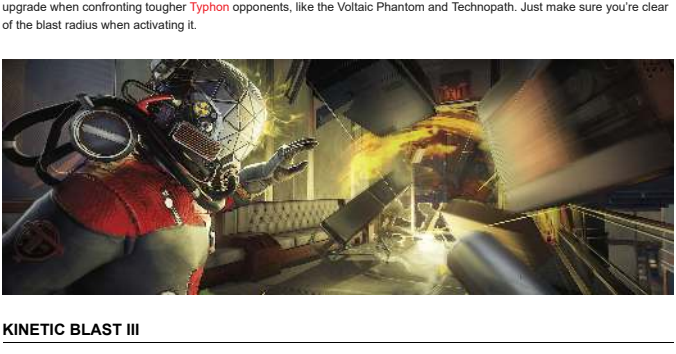
Kinetic Blast I is a good alternative to traditional weapons, particularly if you're running low on ammo. This is a powerful Area of Effect (AoE) attack, dealing physical damage to any object or entity within the blast radius. If you're interested in Typhon abilities, make this one of your first choices—it's an extremely versatile and effective ability.

KINETIC BLAST II

Neuromods Required	4
Prerequisite	Kinetic Blast I
Acitvation Cost	30 Psi
Psychoscope Research	Phantom (4th Scan), Telepath (3rd Scan)
Description	Create a physical blast that deals up to 105 damage and pushes away anything within 6.5 meters of the targeted area.

NOTES

This is an upgrade to Kinetic Blast I, offering more damage output and a slightly larger blast radius. Consider acquiring this upgrade when confronting tougher Typhon opponents, like the Voltaic Phantom and Technopath. Just make sure you're clear of the blast radius when activating it.



KINETIC BLAST III

Neuromods Required	5
Prerequisite	Kinetic Blast II
Acitvation Cost	30 Psi
Psychoscope Research	Telepath (5th Scan)
Description	Create a physical blast that deals up to 140 damage and pushes away anything within 8 meters of the targeted area.

NOTES

Kinetic Blast III is the final and most devastating variant of this ability, dealing massive damage over a wide blast radius. This makes the ability extremely effective against most enemies, including Nightmares. However, the ability can only be acquired by completing research for the Telepath, requiring five Psychoscope scans.

LIFT FIELD I

Neuromods Required	2
Prerequisite	Kinetic Blast I
Acitvation Cost	15 Psi
Psychoscope Research	Poltergeist (2nd Scan)
Description	Manipulate gravity to create a column of upward force up to 7m tall that lasts 15 seconds and can trap enemies.

NOTES

If you've encountered a Poltergeist, you're very familiar with this ability. Target an area to create a column of upward force, ideal for lifting yourself or enemies into the air. Enemies lifted with this ability become disoriented and take light fall damage when they drop to the floor. While this ability can be unlocked by scanning a Poltergeist, it can also be unlocked by downloading research from Sylvain Bellamy's cabin in Crew Quarters.

LIFT FIELD II

Neuromods Required	5
Prerequisite	Lift Field I
Acitvation Cost	15 Psi
Psychoscope Research	Poltergeist (4th Scan)
Description	Manipulate gravity to create a column of upward force up to 12m tall that lasts 15 seconds and can trap enemies.

NOTES

Lift Field II launches anything within its radius high into the air. If you don't like climbing with the GLOO Cannon, this is an excellent alternative when you need to reach an out-of-reach ledge or duct. Enemies lofted with this ability take increased fall damage when dropped to the floor.

ELECTROSTATIC BURST I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	25 Psi
Psychoscope Research	Voltaic Phantom (1st Scan), Technopath (1st Scan)
Description	Create an electrostatic burst that deals up to 25 damage within 3 meters of the targeted area. Additionally, the burst disrupts electronic equipment, stuns robotic targets for 3 seconds, and stuns biological targets for 2 seconds.

NOTES

If you're constantly harassed by corrupted Operators, turrets, and other hostile machines, this is a good option for temporarily stunning such enemies. It delivers a small electrostatic explosion, dealing a small amount of damage while temporarily stunning both biological and robotic targets. Just don't use it against Voltaic Phantoms—they'll feed on the electricity.

ELECTROSTATIC BURST II

Neuromods Required	4
Prerequisite	Electrostatic Burst I
Acitvation Cost	25 Psi
Psychoscope Research	Voltaic Phantom (3rd Scan), Technopath (3rd Scan)
Description	Create an electrostatic burst that deals up to 40 damage within 4 meters of the targeted area. Additionally, the burst disrupts electronic equipment, stuns robotic targets for 6 seconds, and stuns biological targets for 4 seconds.

NOTES

This upgraded ability deals slightly more damage over an increased blast radius making it suitable for targeting tight groups of hostile Operators or turrets. It's also very effective against airborne Technopaths, particularly when you can't land an EMP Charge next to one.

ELECTROSTATIC BURST III

Neuromods Required	5
Prerequisite	Electrostatic Burst II
Acitvation Cost	25 Psi
Psychoscope Research	Voltaic Phantom (5th Scan), Technopath (5th Scan)
Description	Create an electrostatic burst that deals up to 55 damage within 5 meters of the targeted area. Additionally, the burst disrupts electronic equipment, stuns robotic targets for 9 seconds, and stuns biological targets for 6 seconds.

NOTES

Complete research for either the Voltaic Phantom or Technopath to unlock this ability. Given its large blast radius and damage output, Electrostatic Burst III is more versatile than its predecessors, ideal for taking on large groups of robotic and biological targets. Use conventional weapons (or other Typhon abilities) to attack the stunned targets and follow up with another electrostatic burst if needed.

ELECTROSTATIC RESISTANCE

Neuromods Required	2
Prerequisite	Electrostatic Burst I
Acitvation Cost	N/A
Psychoscope Research	Voltaic Phantom (2nd Scan)
Description	Take 50% less damage from electrical attacks and hazards and negate stun.

NOTES

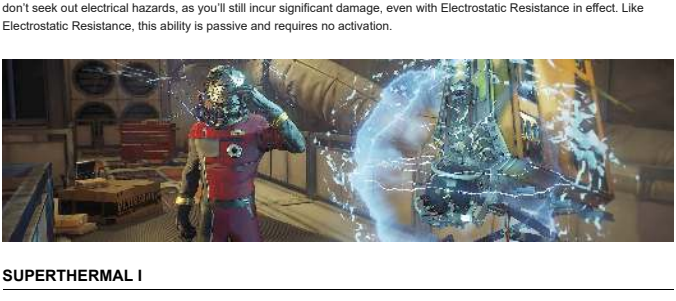
Tired of getting electrocuted by damaged electrical junctions and Voltaic Phantoms? Consider applying this passive ability to reduce the amount of damage taken from electrical-based hazards and attacks. This is a passive ability and requires no Psi points to activate.

ELECTROSTATIC ABSORPTION

Neuromods Required	4
Prerequisite	Electrostatic Resistance
Acitvation Cost	N/A
Psychoscope Research	Voltaic Phantom (4th Scan)
Description	Absorb 50% of all electrical damage as Psi points.

NOTES

Acquiring this ability allows you to benefit from electrical damage, converting some of the damage into Psi points. However, don't seek out electrical hazards, as you'll still incur significant damage, even with Electrostatic Resistance in effect. Like Electrostatic Resistance, this ability is passive and requires no activation.



SUPERTHERMAL I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	35 Psi
Psychoscope Research	Thermal Phantom (1st Scan)
Description	Create a trap of super-heated plasma that deals up to 80 fire damage within 4 meters when triggered.

NOTES

Scan a Thermal Phantom with your Psychoscope to unlock this devastating ability. Activating Superthermal creates a small, fiery, proximity-triggered trap that explodes when an enemy moves within its radius. Place these in the paths of enemies to inflict heavy damage. They're also great for staging ambushes—the traps remain until triggered by an enemy.

SUPERTHERMAL II

Neuromods Required	4
Prerequisite	Superthermal I
Acitvation Cost	35 Psi
Psychoscope Research	Thermal Phantom (2nd Scan)
Description	Create 2 traps of super-heated plasma that deal up to 130 fire damage within 5 meters when triggered.

NOTES

Superthermal II creates two fiery traps, each capable of dealing more damage over a wider blast radius. This is particularly effective when confronting Poltergeists and Telepaths. Try to lure them through tight corridors or doorways where you're confident they'll trigger the traps.

SUPERTHERMAL III

Neuromods Required	5
Prerequisite	Superthermal II
Acitvation Cost	35 Psi
Psychoscope Research	Thermal Phantom (5th Scan)
Description	Create 3 traps of super-heated plasma that deal up to 180 fire damage within 6 meters when triggered.

NOTES

Complete research on the Thermal Phantom to unlock this final ability in the Superthermal line. This improves upon Superthermal II, allowing you to place three fiery traps, each capable of dealing massive damage over a wide blast radius. This ability is best reserved when ambushing large groups of enemies—use in conjunction with a Typhon Lure to help direct traffic through your traps.

THERMAL RESISTANCE

Neuromods Required	2
Prerequisite	Superthermal I
Acitvation Cost	N/A
Psychoscope Research	Thermal Phantom (3rd Scan)
Description	Take 50% less damage from fire attacks and hazards.

NOTES

This passive ability, unlocked by researching the Thermal Phantom, negates half the damage dealt by fire-based hazards and attacks. Fire damage is relatively easy to avoid or extinguish, so think twice before investing Neuromods in this ability—there are more versatile options. If selected, the ability is always active, requiring no Psi points to activate.

THERMAL ABSORPTION

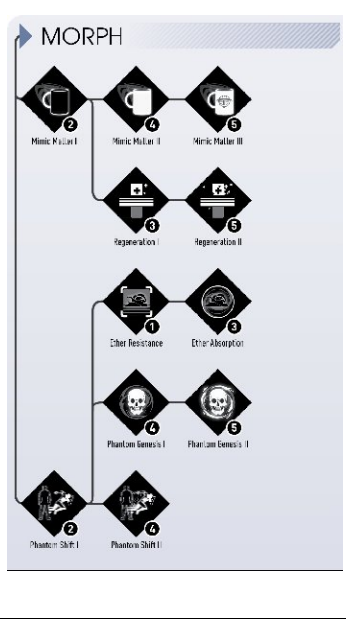
Neuromods Required	4
Prerequisite	Thermal Resistance
Acitvation Cost	N/A
Psychoscope Research	Thermal Phantom (4th Scan)
Description	Absorb 50% of all fire damage as Psi points.

NOTES

Similar to Electrostatic Absorption, this ability converts some damage dealt by fire into Psi points. Unless you're well-stocked on Medkits, fire should always be avoided when possible. The small amount of Psi points accrued from fire damage makes this ability a tough sell. Like Thermal Resistance, this ability is passive and requires no Psi points to activate.

MORPH

Description	Manipulate the psychoactive ether to change shape and dupe your enemies.
Recommended Abilities	Mimic Matter I, Phantom Shift I, Phantom Genesis I & II



MIMIC MATTER I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	10 Psi
Psychoscope Research	Mimic (2nd Scan), Greater Mimic (1st Scan)
Description	Camouflage yourself by taking the form of a nearby object. Movement is possible, but may draw attention. Uses 2 Psi per second.

NOTES

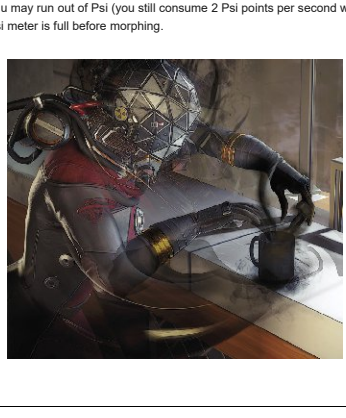
Mimic Matter I is one of the most useful Typhon abilities, making it a good candidate for early installation. Target a small object to transform yourself into a duplicate object. While taking the form of an object, you can move and jump, allowing you to slip into tight spaces. But Psi is consumed at the rate of two points per second while taking the form of an object, so plan your movements carefully to avoid draining your Psi meter. When Psi runs out, you'll return to human form.

MIMIC MATTER II

Neuromods Required	4
Prerequisite	Mimic Matter I
Acitvation Cost	10 Psi
Psychoscope Research	Greater Mimic (3rd Scan)
Description	Camouflage yourself by taking the form of a nearby object. Movement is possible, but may draw attention. Mimic slightly more complex machines such as turrets. Uses 2 Psi per second.

NOTES

This ability builds on Mimic Matter I, allowing you to take the form of slightly larger and more complex objects, including turrets. When taking the form of a turret, you can open fire on enemies using the turret's light machine gun—but you can't move, making you vulnerable to incoming attacks. However, unlike standard turrets, you can rotate 360-degrees. Turrets never run out of ammo, but you may run out of Psi (you still consume 2 Psi points per second while taking the form of any object). So make sure your Psi meter is full before morphing.



MIMIC MATTER III

Neuromods Required	5
Prerequisite	Mimic Matter II
Acitvation Cost	10 Psi
Psychoscope Research	Greater Mimic (4th Scan)
Description	Camouflage yourself by taking the form of a nearby object. Movement is possible, but may draw attention. Mimic complex machinery such as Operators. Uses 2 Psi per second.

NOTES

Mimic Matter III improves upon its predecessors, allowing you to take the form of larger objects, including Operators. When transforming into an Operator, you can fly using the same controls during microgravity maneuvers. This allows you to reach some tough-to-reach spots that would otherwise require Lift Field or the clever use of your GLOO Cannon. You can also attack using the Operator's equipped device. Mimic a Military Operator and use its powerful beam weapon to attack enemies. But keep an eye on your Psi meter (it slowly depletes while taking the form of an object or Operator).

REGENERATION I

Neuromods Required	3
Prerequisite	Mimic Matter I
Acitvation Cost	N/A
Psychoscope Research	Mimic (4th Scan), Greater Mimic (2nd Scan)
Description	Regenerate up to 10 health immediately after taking damage.

NOTES

Once you've acquired Mimic Matter I, consider adding this ability to your collection, particularly if you're playing on Hard or Nightmare difficulty. This passive ability instantly gives you 10 health after sustaining damage. While this won't stop you from receiving a lethal blow, it gives you some time to recoup following an attack.

REGENERATION II

Neuromods Required	5
Prerequisite	Regeneration I
Acitvation Cost	N/A
Psychoscope Research	Nightmare (4th Scan)
Description	Regenerate up to 25 health immediately after taking damage.

NOTES

This ability can only be unlocked by scanning Nightmares (it takes four scans to unlock Regeneration II). Similar to Regeneration I, this ability gives you 25 health immediately after you take damage. Given its cost, consider holding off on this ability unless you find yourself low on health, Medkits, and food—in such circumstances, this ability can prove crucial.

PHANTOM SHIFT I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	10 Psi
Psychoscope Research	Etheric Phantom (2nd Scan)
Description	Rapidly change position up to 6 meters away and leave behind a double that fools enemies for 4 seconds.

NOTES

Unlock this ability by researching Etheric Phantoms. The ability allows you to create a decoy of yourself before shifting to a new position. In most instances, enemies will continue to attack your decoy, giving you the chance to escape or flank. Before activating, move in the direction you wish to shift—you will reappear approximately 6 meters away from your decoy. The ability can be activated in rapid succession, confusing your enemies while allowing you to evade attacks.

PHANTOM SHIFT II

Neuromods Required	4
Prerequisite	Phantom Shift I
Acitvation Cost	10 Psi
Psychoscope Research	Etheric Phantom (4th Scan)
Description	Rapidly change position up to 12 meters away and leave behind a double that fools enemies for 8 seconds.

NOTES

Phantom Shift II offers a significant upgrade over the original ability, allowing you to shift greater distances while extending the time your decoy is present. The longer-lasting decoy gives you more tactical opportunities to attack or flee. As usual, move in the direction you wish to reappear before activating the ability—you'll reappear 12 meters away from your decoy. Scan your decoy to complete research on Morgan Yu.

ETHER RESISTANCE

Neuromods Required	1
Prerequisite	Phantom Shift I
Acitvation Cost	N/A
Psychoscope Research	Etheric Phantom (3rd Scan), Apex Tendril (1st Scan)
Description	Take 50% less damage from ether attacks and hazards.

NOTES

This passive ability reduces the damage sustained from ether-based attacks and hazards. Ether is associated with the Etheric Phantom, Nightmare, and Apex Tendril. Given its low cost, this ability is a safe bet, assuming you already have Phantom Shift I. This ability is particularly helpful when encountering Apex Tendrils during the game's finale.

ETHER ABSORPTION

Neuromods Required	3
Prerequisite	Ether Resistance
Acitvation Cost	N/A
Psychoscope Research	Etheric Phantom (5th Scan), Apex Tendril (3rd Scan)
Description	Absorb 50% of all ether damage as Psi points.

NOTES

Like the other absorption-based abilities, this one converts some ether damage into Psi points. Exposure to ether is relatively rare, and should still be avoided when encountered. As a result, you're unlikely to gain many Psi points from this ability. Consider using your Neuromods on more versatile abilities.

PHANTOM GENESIS I

Neuromods Required	4
Prerequisite	Phantom Shift I
Acitvation Cost	50 Psi
Psychoscope Research	Weaver (2nd Scan)
Description	Create a Phantom that will fight for you from a human corpse.

NOTES

Talos I has no shortage of human corpses. Put them to work for you by creating a Phantom. Phantoms created with Phantom Genesis I will fight for you, attacking all hostile units with melee and Kinetic Blast attacks. You can create up to three Phantoms at a time. They will continually patrol the area where they were created and attack any threats, including other Typhon organisms.

PHANTOM GENESIS II

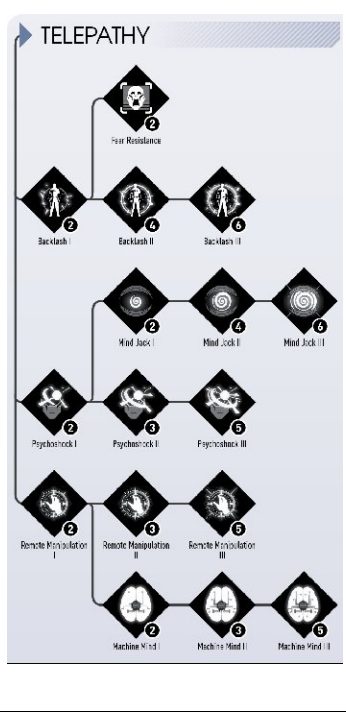
Neuromods Required	5
Prerequisite	Phantom Genesis I
Acitvation Cost	50 Psi
Psychoscope Research	Weaver (4th Scan)
Description	Create a more powerful Phantom to fight for you from a human corpse. Phantom type is randomly determined.

NOTES

When creating a Phantom with this ability, you have a randomized chance of creating a Voltaic, Etheric, or Thermal Phantom. These Phantoms are much more durable and have more powerful attacks than their standard counterparts. This makes them extremely powerful allies, particularly during fights where you're outnumbered.

TELEPATHY

Description	Use your mind as a weapon or manipulate technology and objects at a distance.
Recommended Abilities	Backlash I & II, Psychoshock I & II, Remote Manipulation I



BACKLASH I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	20 Psi
Psychoscope Research	Weaver (1st Scan), Nightmare (1st Scan)
Description	Create a shield for 20 seconds which prevents the next enemy attack from damaging you. Enemies that attack the shield are repelled.

NOTES

Backlash I is an excellent defensive ability best deployed before engaging enemies. The shield lasts for 20 seconds and prevents you from sustaining damage from the next attack. Once the shield has absorbed a hit, it dissipates, leaving you vulnerable to subsequent attacks. Still, blocking damage from one attack can make a huge difference when encountering Phantoms.

BACKLASH II

Neuromods Required	4
Prerequisite	Backlash I
Acitvation Cost	20 Psi
Psychoscope Research	Weaver (3rd Scan), Nightmare (3rd Scan)
Description	Create a shield for 20 seconds which prevents the next 2 enemy attacks from damaging you. Enemies that attack the shield are repelled.

NOTES

This ability functions just like Backlash I, but the shield is capable of absorbing two attacks instead of one. Consider activating this ability when engaging more advanced Typhon organisms, like the Voltaic/Etheric/Thermal Phantoms or Technopath. Still, even while the shield is deployed, do your best to evade attacks as long as possible. Don't stand still and let these enemies wear down the shield.

BACKLASH III

Neuromods Required	6
Prerequisite	Backlash II
Acitvation Cost	20 Psi
Psychoscope Research	Weaver (5th Scan), Nightmare (5th Scan)
Description	Create a shield for 20 seconds which prevents the next 3 enemy attacks from damaging you. Enemies that attack the shield are repelled.

NOTES

Backlash III is unlocked by completing research on the Weaver or Nightmare. This improves upon the other Backlash abilities, allowing the shield to absorb three attacks. This ability is extremely useful when fighting Nightmares and other advanced Typhon. This allows you to hold your ground while continuously firing the Q-Beam. The shield usually buys you enough time to take down your target, but be ready to move once the shield has been destroyed.

FEAR RESISTANCE

Neuromods Required	2
Prerequisite	Backlash I
Acitvation Cost	N/A
Psychoscope Research	Nightmare (2nd Scan)
Description	Reduce duration of fear effects by 25%.

NOTES

Attacks by the Nightmare cause the fear status effect, negatively affecting your performance for a few seconds. Fear Resistance reduces how long the status effect is applied by 25%. If you're planning to hunt down and kill every Nightmare you encounter, this is a worthwhile ability. But if you're planning to evade Nightmares, consider skipping this one.

PSYCHOSHOCK I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	20 Psi
Psychoscope Research	Telepath (1st Scan)
Description	Execute a direct psychic attack against biological targets for 45 damage and nullify Psi abilities for 10 seconds.

NOTES

Psychoshock I is an extremely useful ability when confronting Typhon organisms—not only does it inflict physical damage, but it also nullifies their Psi abilities, similar to a Nullwave Transmitter. Incapable of using Psi abilities, most Typhon will attempt to perform melee attacks. So keep your distance and finish them off before they regain their Psi abilities. Acquire this ability as soon as you scan your first Telepath.

PSYCHOSHOCK II

Neuromods Required	3
Prerequisite	3
Acitvation Cost	20 Psi
Psychoscope Research	Telepath (3rd Scan)
Description	Execute a direct psychic attack against biological targets for 65 damage and nullify Psi abilities for 15 seconds.

NOTES

This upgraded ability increases the effectiveness of Psychoshock I, dealing more damage and extending the Psi-nullifying effect. This makes Psychoshock II more effective against durable enemies like Weavers, Telepaths, and Technopaths—15 seconds should buy you enough time to eliminate these enemies before they regain their Psi abilities.

PSYCHOSHOCK III

Neuromods Required	5
Prerequisite	Psychoshock II
Acitvation Cost	20 Psi
Psychoscope Research	Telepath (5th Scan)
Description	Execute a direct psychic attack against biological targets for 90 damage and nullify Psi abilities for 20 seconds.

NOTES

Psychoshock III is best reserved for dedicated Nightmare hunters. In addition to dealing heavy damage, the ability also nullifies Psi abilities for a generous 20 seconds. This gives you plenty of time to attack with other weapons and abilities before the target regains its Psi abilities—use this time to hit the target with the Q-Beam, Recycler Charges, or Kinetic Blasts.

MINDJACK I

Neuromods Required	2
Prerequisite	Psychoshock I
Acitvation Cost	15 Psi
Psychoscope Research	Telepath (2nd Scan)
Description	Force biological enemies to end hostilities and fight for you up to 20 seconds. Also frees humans from Typhon mind control.

NOTES

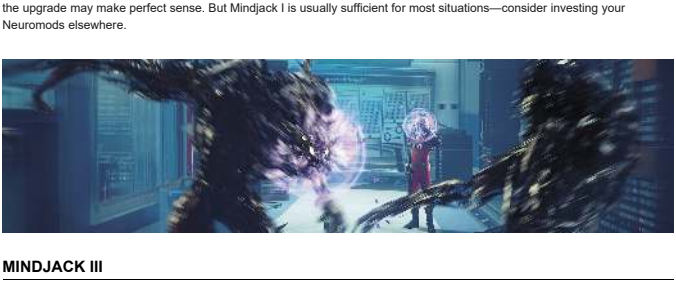
Unlocked by researching the Telepath, Mindjack I temporarily turns an enemy into an ally. Once an enemy has been targeted, they will cease hostilities toward you and attack your enemies. This is extremely helpful when fighting multiple enemies at once. Just keep an eye on your new ally—after 20 seconds they'll turn against you. Mindjack can also free mind-controlled humans from the control of a Telepath.

MINDJACK II

Neuromods Required	4
Prerequisite	Mindjack I
Acitvation Cost	15 Psi
Psychoscope Research	Telepath (4th Scan)
Description	Force biological enemies to end hostilities and fight for you up to 40 seconds. Also frees humans from Typhon mind control.

NOTES

Mindjack II is an incremental upgrade, doubling the time an enemy will fight for you. If you find yourself using Mindjack I often, the upgrade may make perfect sense. But Mindjack I is usually sufficient for most situations—consider investing your Neuromods elsewhere.



MINDJACK III

Neuromods Required	6
Prerequisite	Mindjack II
Acitvation Cost	15 Psi
Psychoscope Research	Telepath (5th Scan)
Description	Force biological enemies to end hostilities and fight for you up to 60 seconds. Also frees humans from Typhon mind control.

NOTES

When targeted with Mindjack III, an enemy will fight for you for a full minute. This can come in handy when targeting a Phantom (or other Typhon organism) in the presence of a Nightmare, making the two fight each other. But given the steep Neuromod cost, this ability is more of a novelty than a necessity.

REMOTE MANIPULATION I

Neuromods Required	2
Prerequisite	None
Acitvation Cost	5 Psi
Psychoscope Research	Poltergeist (1st Scan), Technopath (1st Scan)
Description	Use your mind to retrieve distant objects and interact with devices up to 10 meters away.

NOTES

Sometimes items and workstations are just out of reach, located behind locked security booths or other barriers. Remote Manipulation addresses this very problem, allowing you to access items and devices up to ten meters away. Simply target a device or item within range and access it as normal. While accessing workstations and security stations, no Psi is consumed beyond the initial activation cost, so don't feel rushed. If targeting an item, it will come flying into your hand, assuming it hits no objects or barriers along the way.

REMOTE MANIPULATION II

Neuromods Required	3
Prerequisite	Remote Manipulation I
Acitvation Cost	5 Psi
Psychoscope Research	Poltergeist (3rd Scan), Technopath (2nd Scan)
Description	Use your mind to retrieve distant objects and interact with devices up to 20 meters away.

NOTES

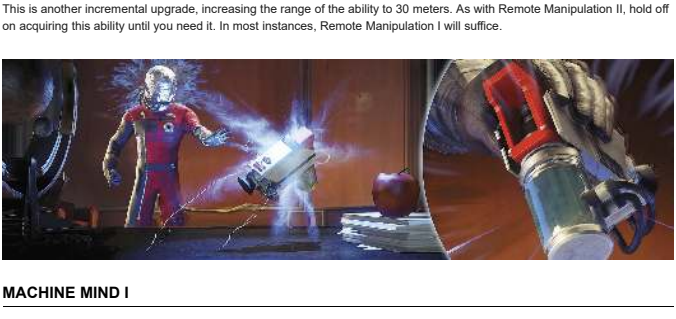
Remote Manipulation II increases the range at which you can retrieve objects and access devices. Beyond that, it functions identically as Remote Manipulation I. Hold off on this ability until you absolutely need it. Even then, there are usually other ways to gain access to the item or device you're attempting to reach.

REMOTE MANIPULATION III

Neuromods Required	5
Prerequisite	Remote Manipulation II
Acitvation Cost	5 Psi
Psychoscope Research	Poltergeist (5th Scan), Technopath (4th Scan)
Description	Use your mind to retrieve distant objects and interact with devices up to 30 meters away.

NOTES

This is another incremental upgrade, increasing the range of the ability to 30 meters. As with Remote Manipulation II, hold off on acquiring this ability until you need it. In most instances, Remote Manipulation I will suffice.



MACHINE MIND I

Neuromods Required	2
Prerequisite	Remote Manipulation I
Acitvation Cost	15 Psi
Psychoscope Research	Technopath (1st Scan)
Description	Force robotic enemies to end hostilities and fight for you for 30 seconds.

NOTES

Think of Machine Mind as the robotic version of Mindjack. This allows you to force hostile Operators and turrets to fight for you for 30 seconds. Before engaging these units in combat, use Machine Mind to make hostile Operators and turrets ignore you, allowing you to slip past an area without coming under attack—or approach these allies and hack them, causing them to permanently cease hostilities toward you.

MACHINE MIND II

Neuromods Required	3
Prerequisite	Machine Mind I
Acitvation Cost	15 Psi
Psychoscope Research	Technopath (2nd Scan)
Description	Force robotic enemies to end hostilities and fight for you for 60 seconds.

NOTES

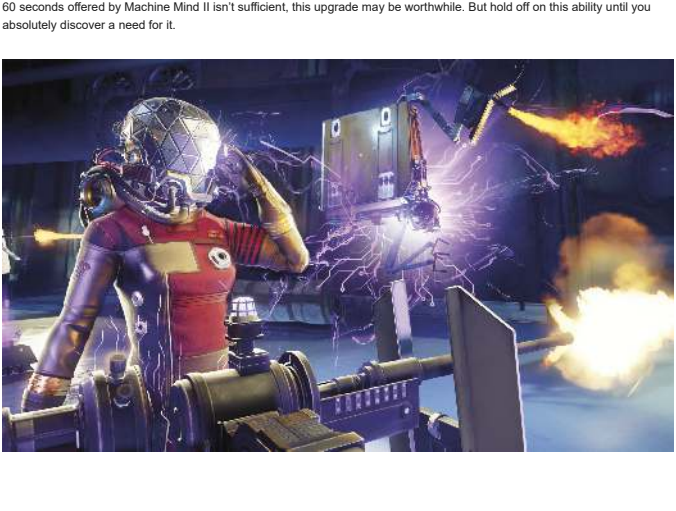
Machine Mind II doubles the time a hostile turret or Operator fights for you. This can come in handy for turning corrupted Operators against nearby Technopaths or Nightmares. Kick back and watch the fight or assist from the periphery by firing weapons and tossing Nullwave Transmitters.

MACHINE MIND III

Neuromods Required	5
Prerequisite	Machine Mind II
Acitvation Cost	15 Psi
Psychoscope Research	Technopath (4th Scan)
Description	Force robotic enemies to end hostilities and fight for you for 90 seconds.

NOTES

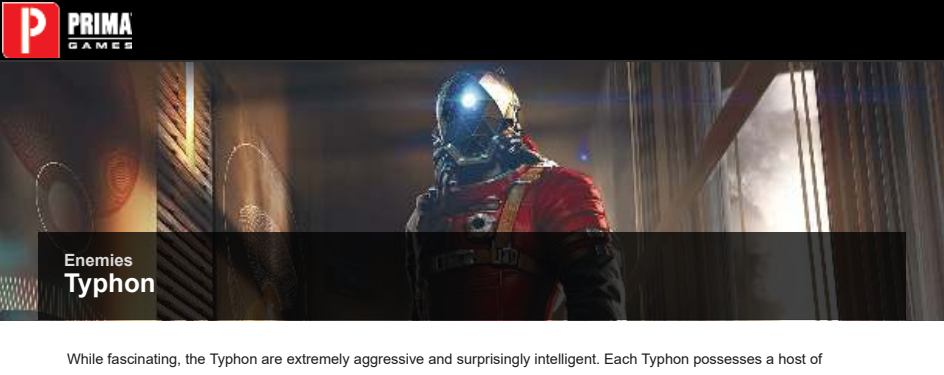
This final variant of Machine Mind extends the time a hostile turret or Operator will fight for you to 90 seconds. If you find the 60 seconds offered by Machine Mind II isn't sufficient, this upgrade may be worthwhile. But hold off on this ability until you absolutely discover a need for it.



Enemies

Introduction

The extraterrestrials known as Typhon were first encountered by Russian cosmonauts in 1958. When the Soviet Union's Vorona I satellite stopped transmitting deep space telemetry, a repair team was dispatched to investigate. While the satellite exhibited no external issues, the cosmonauts were attacked by Typhon organisms when they opened the outer casing—all members of the team were lost and footage of the incident was allegedly destroyed and buried. Working together with the United States, in 1963, the Soviet Union initiated the Kletka Program in an attempt to contain the Typhon within a permanent space installation orbiting Earth's moon. Now operated by the TranStar Corporation, the space station hosts a team of researchers dedicated to studying the Typhon and unlocking the secrets of their unique abilities.

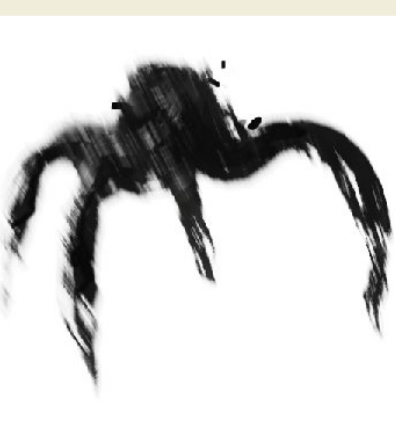


Enemies

Typhon

While fascinating, the Typhon are extremely aggressive and surprisingly intelligent. Each Typhon possesses a host of abilities. Scanning an organism with a Psychoscope reveals its weaknesses, immunities, abilities, and other research notes. Scans can also unlock new abilities, accessible by installing Neuromods.

MIMIC



Weaknesses	GLOO, Q-Beam
Immunity	EMP
Scannable Powers	Mimic Matter I, II; Regeneration I

PSYCHOSCOPE SCANS

Total Scans Required	4
Typhon Abilities Researched	Mimic Matter I (2nd Scan), Regeneration I (4th Scan)

RESEARCH NOTES

TYPHON CACOPLASMUS

Excerpt From Psychotronics Database: One of the first Typhon discovered during the Vorona I incident in 1960, Mimics are capable of imitating nearby objects. During incident case #0648-040163, it was observed that Mimics use other living organisms as a reproduction medium, killing their prey in the process. In accordance with the Pobeg Protocol, Mimic specimens are not to be released in environments with a containment rating of less than S4.

Morgan's Notes: Imitation power seems limited to objects roughly the mass of the Mimic itself. Could the Psychoscope be modified somehow to detect hidden ones? Get to high ground and immobilize with GLOO cannon.

COUNTER TACTICS

The Mimic is the most common Typhon organism aboard Talos I, first encountered in the Simulation Labs of the Neuromod Division. It can transform itself into small and moderately-sized objects. When transforming, Mimics always take the form of a nearby object. So if you see two identical objects next to each other, there's a good chance one of them is a Mimic.

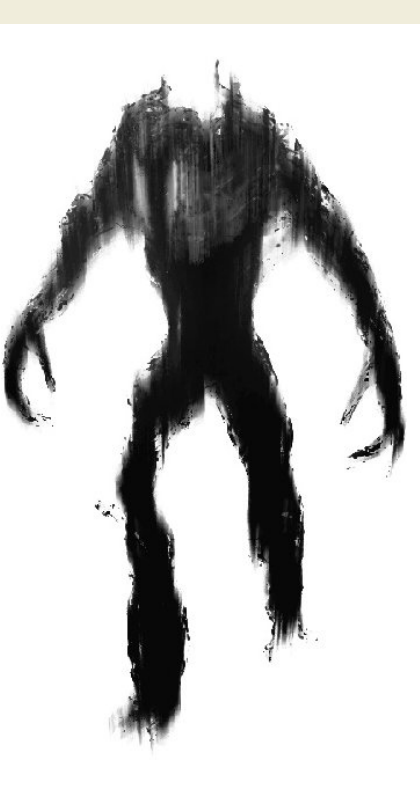
Mimics move quickly. Use the GLOO Cannon to slow them down, then dispatch them with your weapon of choice. A few strong strikes with a wrench is usually enough to kill these threats (killing Mimics with the wrench helps conserve ammo). If confronted by large numbers of Mimics, consider tossing a Recycler Charge into the group and step back as they're converted into exotic material.

If you suspect an object is actually a Mimic, shoot or strike it to inflict bonus damage. Alternatively, toss a Typhon Lure toward the suspicious object. The Typhon Lure draws Typhon entities toward it, drawing Mimics out of their hiding place. If a Typhon Lure attracts multiple Mimics, toss a Recycler Charge at the group to wipe them all out.

MIMIC MASSACRE

Unlocking the Mimic Massacre achievement/trophy requires you to eliminate five Mimics in less than five seconds. Toss a Typhon Lure near a large group of Mimics and wait for them to gather around the device. Once the lure has attracted at least five Mimics, toss a Recycler Charge at the group to take them all out.

PHANTOM



Weaknesses	GLOO
Immunity	EMP
Scannable Powers	Kinetic Blast I, II

PSYCHOSCOPE SCANS

Total Scans Required	4
Typhon Abilities Researched	Kinetic Blast I (2nd Scan), Kinetic Blast II (4th Scan)

RESEARCH NOTES

TYPHON ANTHROPHANTASMUS

Excerpt From Psychotronics Database: Phantoms are not wholly alien. Created by Weavers using human remains, Phantoms have been known to exhibit human-like neural patterns at times. But as noted in observation log #1621-041477, while Phantoms may also attempt to reproduce human phrases, they do not appear to retain any form of actual speech or human comprehension. Due to the specimen's explosive speed, Phantoms must be subdued or enclosures purged before attempting to enter.

Morgan's Notes: Use GLOO to slow them down. Telekinetic projectiles pack a big-ass punch but can be dodged. Better to get in close and personal. Tracking bracelets on them are still active.

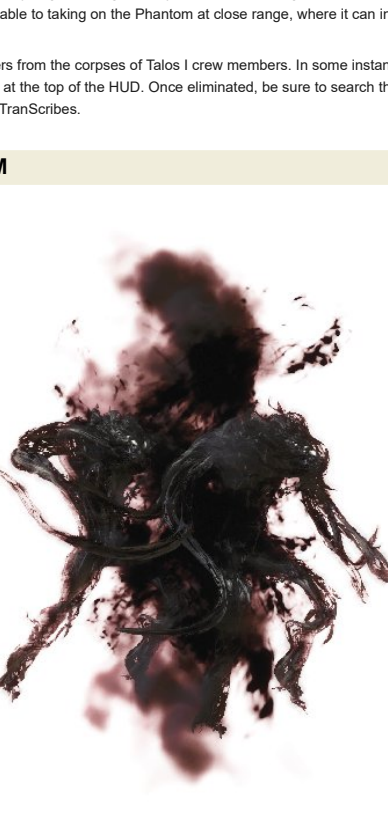
COUNTER TACTICS

Avoid toe-to-toe confrontations with Phantoms until you gain access to heavier weapons like the Shotgun or Q-Beam. Until then, use the GLOO Cannon to slow their movements, allowing you to retreat or attack with the Silenced Pistol or turrets. Phantoms have a tendency to fall to the ground after sustaining heavy damage—keep hitting them before they can get back on their feet.

Watch for the yellow glow emanating from a Phantom's head. This is the sign of an imminent Kinetic Blast ranged attack. When you see this glow, immediately begin moving laterally in an effort to dodge the approaching telekinetic projectile. Dodging ranged attacks is preferable to taking on the Phantom at close range, where it can inflict serious melee damage.

Phantoms are created by Weavers from the corpses of Talos I crew members. In some instances, the victim's name appears atop the Phantom's health meter at the top of the HUD. Once eliminated, be sure to search these named Phantoms for supplies including keycards and TranScribes.

ETHERIC PHANTOM



Weaknesses	Q-Beam
Immunity	None
Scannable Powers	Phantom Shift I, II; Ether Resistance, Ether Absorption

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Phantom Shift I (2nd Scan), Ether Resistance (3rd Scan), Phantom Shift II (4th Scan), Ether Absorption (5th Scan)

RESEARCH NOTES

TYPHON ANTHROPHANTASMUS PSYCHOETHERIC

Excerpt From Psychotronics Database: It is unclear at this time what prompts a Weaver to invest additional resources in the creation of these more powerful Phantoms. However, testing has revealed that these Phantom specimens are much more durable and more dangerous than their weaker cousins.

Addendum: Of particular note is the Etheric Phantom, which produces a particulate cloud that is highly toxic and disruptive to normal matter. The Phantom is capable of manipulating this particulate to create a duplicate of itself for short periods as demonstrated in test log #1629-0231. Please note that in addition to standard purge procedures required for Phantom study, any enclosure used to house an Etheric Phantom must have its atmosphere cycled.

Morgan's Notes: Prefers close combat. Given the chance, will split into a weaker duplicate. GLOO down or use Nullwave to stop this. Try to attack from a distance. Avoid ether clouds.

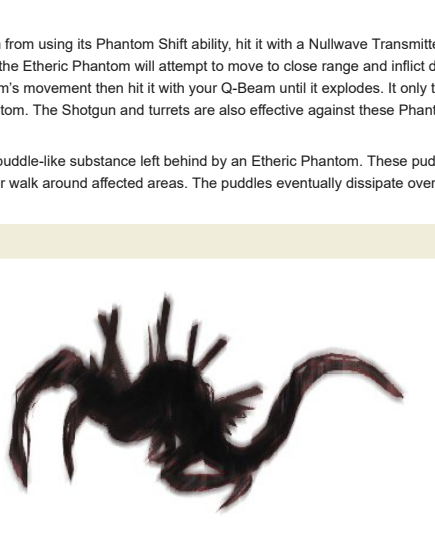
COUNTER TACTICS

Upon first glance, the Etheric Phantom looks just like a standard Phantom. But this variant is equipped with the Phantom Shift ability, capable of creating a decoy of itself, while shifting its true position. This creates the illusion of facing two Phantoms simultaneously—but only one of them is real. The decoy remains visible for a few seconds, creating a sense of confusion and panic.

To prevent an Etheric Phantom from using its Phantom Shift ability, hit it with a Nullwave Transmitter or Psychoshock. Incapable of creating a decoy, the Etheric Phantom will attempt to move to close range and inflict damage with melee attacks. Use GLOO to slow the Phantom's movement then hit it with your Q-Beam until it explodes. It only takes a short burst from the Q-Beam to kill an Etheric Phantom. The Shotgun and turrets are also effective against these Phantoms.

Avoid contact with the purple, puddle-like substance left behind by an Etheric Phantom. These puddles can inflict damage if you touch them. Simply jump or walk around affected areas. The puddles eventually dissipate over time.

GREATER MIMIC



Weaknesses	GLOO, Q-Beam
Immunity	EMP
Scannable Powers	Mimic Matter I, II, III; Regeneration I

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Mimic Matter I (1st Scan), Regeneration I (2nd Scan), Mimic Matter II (3rd Scan), Mimic Matter III (4th Scan)

RESEARCH NOTES

Excerpt From Project Axiom Archive: Observation log #2042-052465. Researcher: Louis Sullivan. A preliminary observation reveals that specimen 14 is moderately larger than any of the other Mimic specimens collected from the Kletka incident, but a far more fascinating aspect is what appears to be its advanced mimicry ability. Specimen 14 has on numerous occasions demonstrated the capability of reproducing objects whose size and complexity far outstrip the abilities of any of the other specimens. What's more, many of these reproductions appear to be fully functioning.

Morgan's Notes: Can mimic turrets and Operators. Will attempt to go directly for the face. Stay away and immobilize with GLOO.

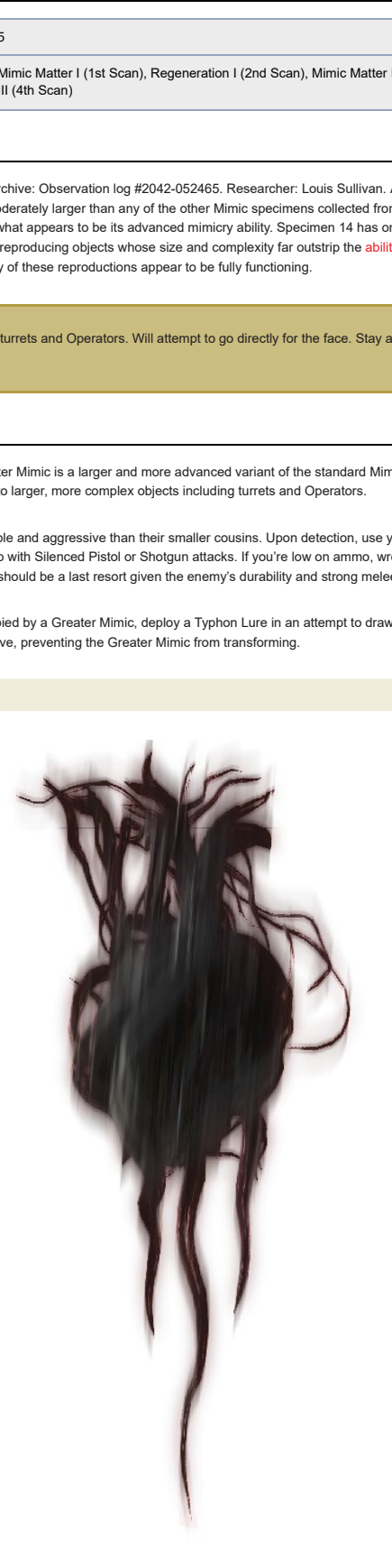
COUNTER TACTICS

As the name implies, the Greater Mimic is a larger and more advanced variant of the standard Mimic. Using Mimic Matter III, this organism can transform into larger, more complex objects including turrets and Operators.

Greater Mimics are more durable and aggressive than their smaller cousins. Upon detection, use your GLOO Cannon to immobilize them, then follow up with Silenced Pistol or Shotgun attacks. If you're low on ammo, wrench attacks can work in a pinch. But such engagements should be a last resort given the enemy's durability and strong melee attacks.

If you suspect an area is occupied by a Greater Mimic, deploy a Typhon Lure in an attempt to draw it out. Nullwave Transmitters are equally effective, preventing the Greater Mimic from transforming.

CYSTOID NEST



Weaknesses	None
Immunity	None
Scannable Powers	None

PSYCHOSCOPE SCANS

Total Scans Required	1
Typhon Abilities Researched	N/A

RESEARCH NOTES

Excerpt From Project Axiom Archive: Observation log #2042-010265. Researcher: Louis Sullivan. The outer layer of each Cystoid Nest appears to be made of an exceptionally thin layer of the same material that makes up most Typhon. Indeed, the nest appears to be just as fragile as the Cystoids themselves, making it less of a protective structure and more like a living mine. It's possible that the Weaver uses these to mark and even defend its territory from any kind of intruder. Initial scans reveal they are constantly leaking lethal levels of radiation.

Morgan's Notes: Steer clear unless you want radiation sickness or a swarm of Cystoids after you.

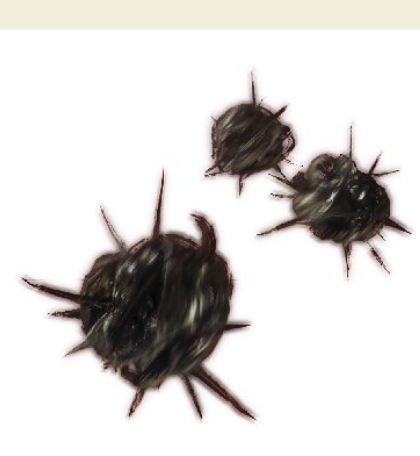
COUNTER TACTICS

Cystoid Nests are usually found in microgravity environments such as the G.U.T.S. or the station's exterior. But they can also be found attached to walls and ceilings within the station. These sack-like structures are created by Weavers and serve as a type of protective incubator for Cystoids. If disturbed, the nest bursts, releasing several volatile Cystoids.

Given their volatile contents, it's best to eliminate Cystoid Nests as soon as they're detected. The fragile nest can be ruptured with any projectile weapon (the GLOO Cannon works well). Once the nest has been compromised, immediately focus your fire on the Cystoids before they spread out. Try to hit the Cystoids while they're still clustered—striking a Cystoid once can trigger a chain reaction of explosions, wiping out the whole swarm.

Keep some Anti-Rad pills handy when operating around Cystoid Nests. If you get too close, you'll experience severe radiation exposure, potentially leading to radiation sickness. Once a nest is destroyed, the radiation dissipates quickly, posing no significant risk.

CYSTOID



Weaknesses	None
Immunity	None
Scannable Powers	Kinetic Blast I

PSYCHOSCOPE SCANS

Total Scans Required	3
Typhon Abilities Researched	Kinetic Blast I (3rd Scan)

RESEARCH NOTES

Excerpt From Project Axiom Archive: Observation log #1824-122864. Researcher: Louis Sullivan. It's fortunate the Weaver produces so many of these because keeping Cystoids alive for long outside of those nests has proven to be exceptionally difficult. Despite the lack of any visible sensory organs, each Cystoid seems capable of detecting us through unknown means, detonating on proximity. If we can figure out what it uses to "see," we may be able find a way to "blind" it long enough to get a closer look.

Morgan's Notes: Attracted to movement. Throw something to distract them. Try to group them up to take them out with fewer shots. Releases a burst of radiation on death.

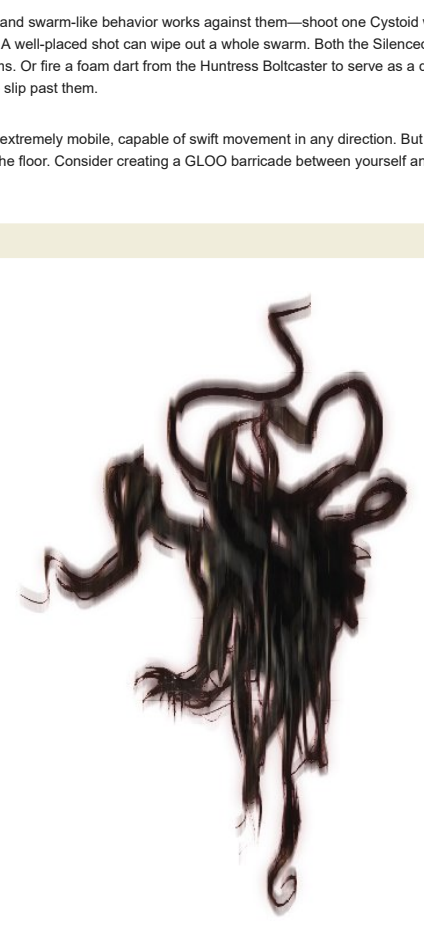
COUNTER TACTICS

These highly volatile organisms emerge from Cystoid Nests in large groups and move in erratic swarms. Cystoids are attracted to movement, so try to identify and eliminate all Cystoids before traversing an infested area. If they get too close, they'll explode, inflicting significant damage. Use your Psychoscope to identify and track swarms.

The Cystoid's volatile nature and swarm-like behavior works against them—shoot one Cystoid within a swarm to trigger a chain reaction of explosions. A well-placed shot can wipe out a whole swarm. Both the Silenced Pistol and GLOO Cannon work well for engaging swarms. Or fire a foam dart from the Huntress Boltcaster to serve as a decoy—the Cystoids will chase after the dart, allowing you to slip past them.

In microgravity, Cystoids are extremely mobile, capable of swift movement in any direction. But under gravity conditions, Cystoids can only roll along the floor. Consider creating a GLOO barricade between yourself and the Cystoids, preventing them from getting too close.

WEAVER



Weaknesses	Nullwave, Psychoshock
Immunity	EMP
Scannable Powers	Backlash I, II, III; Phantom Genesis I, II

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Backlash I (1st Scan), Phantom Genesis I (2nd Scan), Backlash II (3rd Scan), Phantom Genesis II (4th Scan), Backlash III (5th Scan)

RESEARCH NOTES

TYPHON GENEOCRATIS

Excerpt From Psychotronics Database: Along with Mimics, Weavers were some of the first Typhon encountered near the Vorona I. As observed in log #0215-051060, in larger Mimic populations, one Mimic will be chosen via an as-yet-unknown mechanism to undergo a specialized metamorphosis. The chosen Mimic is stung repeatedly by the others, triggering a rapid change, resulting in a new Typhon geneocratis, or "Weaver." Weavers appear to be central to the Typhon ecology, largely as vectors for production for some of the other species as well as the substance known as Coral.

Morgan's Notes: Prefers to avoid direct fights. Watch out for Cystoids. Protected by a shield that floods attackers with a terror effect when struck. GLOO ineffective while shield is up.

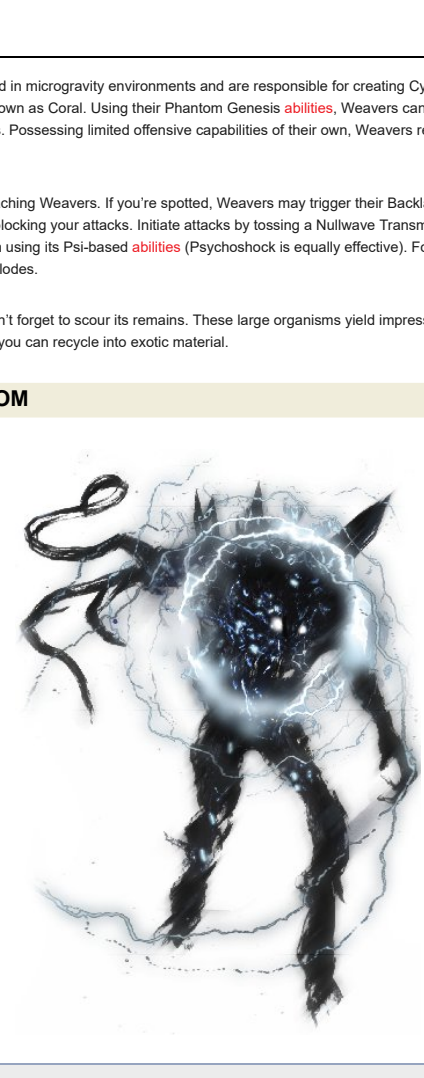
COUNTER TACTICS

Weavers are commonly found in microgravity environments and are responsible for creating Cystoid Nests, Phantoms, and the mysterious substance known as Coral. Using their Phantom Genesis abilities, Weavers can create a variety of Phantom variants from human corpses. Possessing limited offensive capabilities of their own, Weavers rely on Cystoids and Phantoms to engage threats.

Avoid detection when approaching Weavers. If you're spotted, Weavers may trigger their Backlash ability, creating a defensive shield capable of blocking your attacks. Initiate attacks by tossing a Nullwave Transmitter next to the Weaver, temporarily preventing it from using its Psi-based abilities (Psychoshock is equally effective). Follow up by hitting the Weaver with your Q-Beam until it explodes.

After defeating a Weaver, don't forget to scour its remains. These large organisms yield impressive quantities of Typhon Organs and Typhon Plasma you can recycle into exotic material.

VOLTAIC PHANTOM



Weaknesses	EMP, Nullwave, Psychic
Immunity	Electric Stun
Scannable Powers	Electrostatic Burst I, II, III; Electrostatic Resistance; Electrostatic Absorption

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Electrostatic Burst I (1st Scan), Electrostatic Resistance (2nd Scan), Electrostatic Burst II (3rd Scan), Electrostatic Absorption (4th Scan), Electrostatic Burst III (5th Scan)

RESEARCH NOTES

ERROR: UNKNOWN TYPHON ORGANISM. No entries found. Please contact Dr. Hans Kelstrup, Director of Psychotronics.

Morgan's Notes: Never created in the lab—until now. Weaver's abilities must be adapting. Electromagnetic fields disrupt everything around it. Electrocutes anything dumb enough to get close. Like the thermal, keep as far away as possible. Looks like it can super-charge Mimics too.

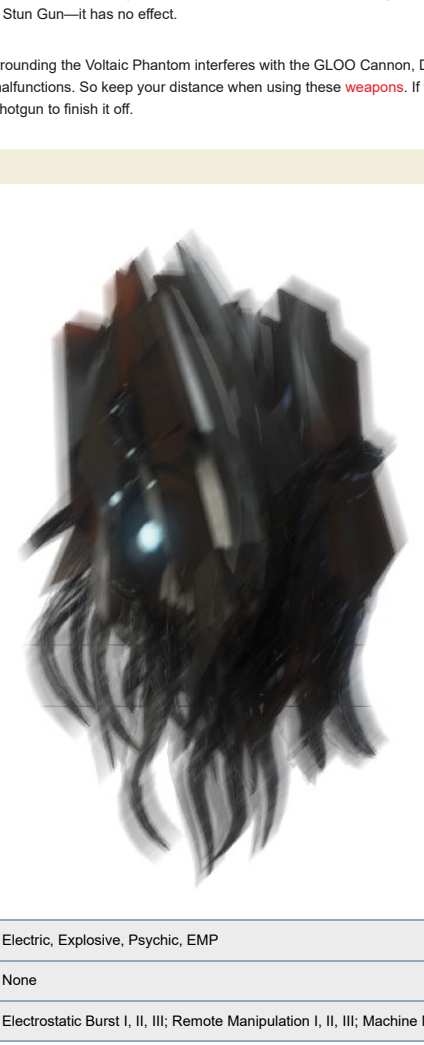
COUNTER TACTICS

Like all Phantoms, Voltaic Phantoms are created by Weavers from the corpses of humans. This particular variant is imbued with electricity and capable of delivering devastating Electrostatic Burst ranged attacks. Needless to say, try to avoid detection when encountering these enemies. This will buy you time to scan the Phantom and devise a plan of attack.

Before getting a Voltaic Phantom's attention, it's important to disable its electric-based abilities. Initiate your attack by tossing an EMP Charge or Nullwave Transmitter next to the Voltaic Phantom, temporarily preventing it from initiating Electrostatic Burst attacks. Next, hit the Voltaic Phantom with your Q-Beam until it explodes. Other projectile weapons are effective too, but avoid using the Disruptor Stun Gun—it has no effect.

The electromagnetic field surrounding the Voltaic Phantom interferes with the GLOO Cannon, Disruptor Stun Gun, and Q-Beam, temporarily causing malfunctions. So keep your distance when using these weapons. If the Voltaic Phantom moves to close range, switch to your Shotgun to finish it off.

TECHNOPATH



Weaknesses	Electric, Explosive, Psychic, EMP
Immunity	None
Scannable Powers	Electrostatic Burst I, II, III; Remote Manipulation I, II, III; Machine Mind I, II, III

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Machine Mind I, Electrostatic Burst I, Remote Manipulation I (1st Scan); Machine Mind II, Remote Manipulation II (2nd Scan); Electrostatic Burst II (3rd Scan); Machine Mind III, Remote Manipulation III (4th Scan); Electrostatic Burst III (5th Scan)

RESEARCH NOTES

Excerpt From The Engineering Database: Maintenance log #1546-011735. Filed by: Carlos Popinga. It took forever, but repairs to Arboretum airlock doors are finally complete. I think someone's been tampering with the electronics up there. When I popped open the control box, the whole thing looked like someone had been at it with a soldering iron, just a bunch of crossed wires—stuff that's not even supposed to be in there. The programming was all wonky, too. I had to wipe it clean and reinstall. I'll have to bring up an Engineering Operator to clean up the rest of this. I'm filing a report with security about this, too. We have enough junk malfunctioning around here.

Morgan's Notes: Takes control of nearby tech. If this thing gets ahold of turrets, you're dead. Shrugs off GLOO. Prefers to keep away from enemies. Stun or Nullwave it to get in close.

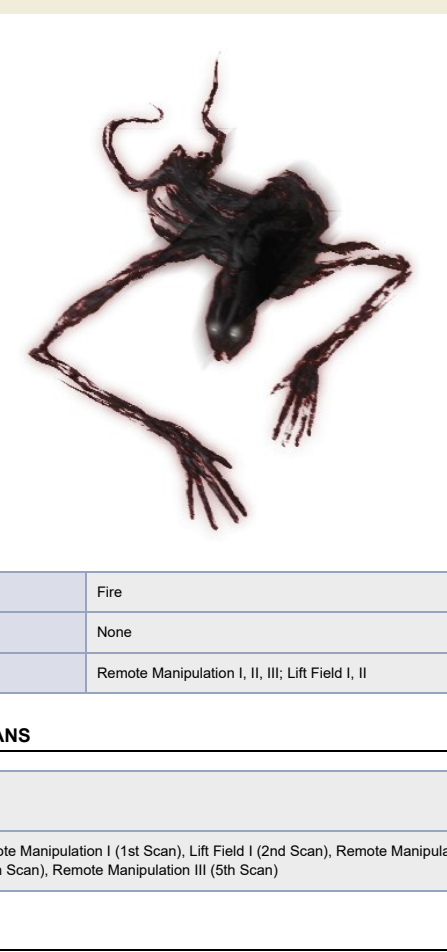
COUNTER TACTICS

Technopaths are responsible for countless malfunctions on Talos I, including interference with the main lift linking the Lobby to the Arboretum and Life Support. These organisms are extremely deadly, capable of delivering devastating Electrostatic Burst attacks, just like the Voltaic Phantom. Furthermore, they can take control of turrets, wielding up to two at a time.

In addition to wielding turrets, Technopaths can also corrupt Operators. Corrupted Operators pose a significant risk individually—when confronted at the same time as a Technopath, be prepared to retreat. Eliminate the Corrupted Operators before engaging the Technopath. EMP Charges, Electrostatic Burst, and the Disruptor Stun Gun are most effective against Corrupted Operators.

Before attacking a Technopath, take steps to disable its abilities. If a Technopath has control of turrets, use Electrostatic Burst or an EMP Charge to disable the turrets, causing the Technopath to drop them. Next, use Psychoshock or a Nullwave Transmitter to temporarily nullify the Technopath's Psi abilities. Finally, target the Technopath with your Q-Beam to finish it off. Technopaths are extremely durable, requiring a prolonged Q-Beam attack to deplete its health. So make sure the weapon is fully loaded before commencing the attack. Turrets dropped by Technopaths must be hacked to restore their default targeting protocol; otherwise, they'll continue shooting you.

POLTERGEIST



Weaknesses	Fire
Immunity	None
Scannable Powers	Remote Manipulation I, II, III; Lift Field I, II

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Remote Manipulation I (1st Scan), Lift Field I (2nd Scan), Remote Manipulation II (3rd Scan), Lift Field II (4th Scan), Remote Manipulation III (5th Scan)

RESEARCH NOTES

TYPHON DYSMORPHA

Excerpt From Psychotronics Database: Poltergeists are not a normal part of the Typhon ecology. Instead, they appear to be a result of a rare mutation that occurs in less than 5% of Phantom genesis cases. The Poltergeist is also the only known Typhon to possess the ability to render themselves invisible, undetectable even to Psychoscope scanning. The exact mechanism is unknown at this time as their limited numbers make adequate study difficult. Please note that any enclosure used for Phantom genesis studies must be subjected to a full purge to avoid overlooked Poltergeist specimens.

Morgan's Notes: Prefers to ambush prey. Uses psychokinetic action to throw objects. Stunted legs make it slow. Use a Typhon Lure to help detect it or wait for it to attack.

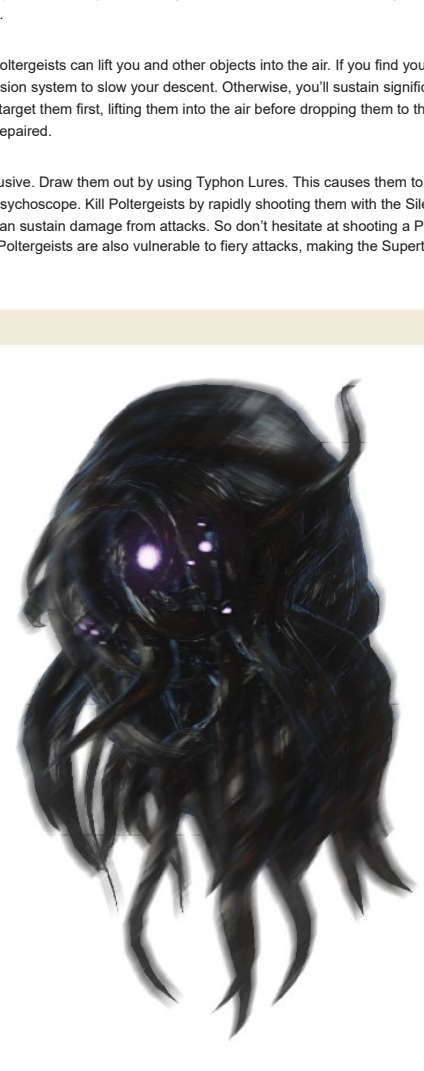
COUNTER TACTICS

These troublesome entities are completely invisible until they attack, but their presence is unmistakable—watch for malfunctioning equipment and floating furniture and other objects. Poltergeists have the ability to throw large objects, capable of inflicting heavy damage. If you spot an object levitating, don't wait for it to come crashing into you—immediately move laterally to prevent getting hit.

Using their Lift Field ability, Poltergeists can lift you and other objects into the air. If you find yourself suspended high above the floor, activate your propulsion system to slow your descent. Otherwise, you'll sustain significant fall damage. If a turret is present, Poltergeists tend to target them first, lifting them into the air before dropping them to the floor. Dropped turrets must be redeployed and possibly repaired.

Poltergeists are extremely elusive. Draw them out by using Typhon Lures. This causes them to appear momentarily, allowing you to scan them with your Psychoscope. Kill Poltergeists by rapidly shooting them with the Silenced Pistol or Shotgun. Even when invisible, Poltergeists can sustain damage from attacks. So don't hesitate at shooting a Poltergeists' last known location—you just might score a hit. Poltergeists are also vulnerable to fiery attacks, making the Superthermal Typhon ability a good alternative.

TELEPATH



Weaknesses	Explosive, Fire, Nullwave
Immunity	Backlash
Scannable Powers	Psychoshock I, II, III; Kinetic Blast I, II, III; Mindjack I, II, III

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Psychoshock I, Kinetic Blast I (1st Scan); Mindjack I (2nd Scan); Psychoshock II, Kinetic Blast II (3rd Scan); Mindjack II (4th Scan); Psychoshock III, Mindjack III, Kinetic Blast III (5th Scan)

RESEARCH NOTES

TYPHON PSYCHOCRATIS

Excerpt From Psychotronics Database: The Telepath is considered to be one of the most dangerous known Typhon. Capable of psychically controlling weaker-willed organisms and even people, it is almost impossible to contain for further study.

WARNING: Please note that subsequent to incident case #1405-031433, the creation/containment of Telepath-class specimens is no longer permitted. All personnel entering Psychotronics are required to wear a Psychoscope in addition to regular safety equipment.

Morgan's Notes: Powers not just limited to mind control. Watch out for the homing spheres. Can emit a powerful wave that nullifies other psychic abilities around it. Getting too close will get you mangled by another powerful blast. GLOO doesn't seem to work well. Should keep away from it. Stick to long-range weapons or a Nullwave device.

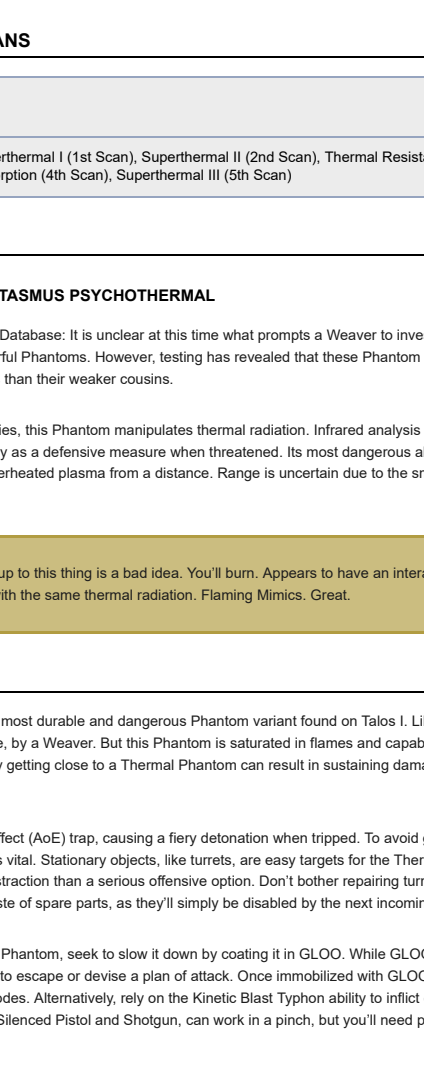
COUNTER TACTICS

Telepaths are the source of all the mind-controlled humans aboard Talos I. In addition to taking control of humans, this organism can temporarily nullify Psi abilities with its Psychoshock attacks or inflict heavy damage with Kinetic Blasts. With a wide array of offensive capabilities, Telepaths are extremely dangerous and should be approached with caution—stay low and prevent drawing its attention until you can devise a course of action.

These organisms tend to surround themselves with mind-controlled humans—these victims serve as a Telepath's eyes and ears. This makes it challenging to get near a Telepath without being spotted. Methodically and stealthily work your way past the mind-controlled humans (using the Disruptor Stun Gun or Mindjack if necessary) until you can locate the Telepath. Whether you've been spotted or not, waste no time deploying a Nullwave Transmitter or Psychoshock to nullify the Telepath's Psi abilities. Next, target the Telepath with the Q-Beam or the Superthermal Typhon ability.

If you kill a Telepath, all humans under its control are immediately rendered unconscious. When possible, locate and eliminate the Telepath as soon as possible, eschewing the need to neutralize each mind-controlled human individually.

THERMAL PHANTOM



Weaknesses	Psychic
Immunity	Fire
Scannable Powers	Superthermal I, II, III; Thermal Resistance; Thermal Absorption

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Superthermal I (1st Scan), Superthermal II (2nd Scan), Thermal Resistance (3rd Scan), Thermal Absorption (4th Scan), Superthermal III (5th Scan)

RESEARCH NOTES

TYPHON ANTHROPHANTASMUS PSYCHOTHERMAL

Excerpt From Psychotronics Database: It is unclear at this time what prompts a Weaver to invest additional resources in the creation of these more powerful Phantoms. However, testing has revealed that these Phantom specimens are much more durable and more dangerous than their weaker cousins.

Addendum: As its name implies, this Phantom manipulates thermal radiation. Infrared analysis showed it was able to radiate lethal levels of infrared energy as a defensive measure when threatened. Its most dangerous ability however, is the spontaneous eruption of superheated plasma from a distance. Range is uncertain due to the small scale of the enclosures.

Morgan's Notes: Running up to this thing is a bad idea. You'll burn. Appears to have an interaction with the Mimics—can temporarily charge them with the same thermal radiation. Flaming Mimics. Great.

COUNTER TACTICS

The Thermal Phantom is the most durable and dangerous Phantom variant found on Talos I. Like all Phantoms, this one is created from a human corpse, by a Weaver. But this Phantom is saturated in flames and capable of launching deadly ranged Superthermal attacks. Simply getting close to a Thermal Phantom can result in sustaining damage, so do your best to keep your distance.

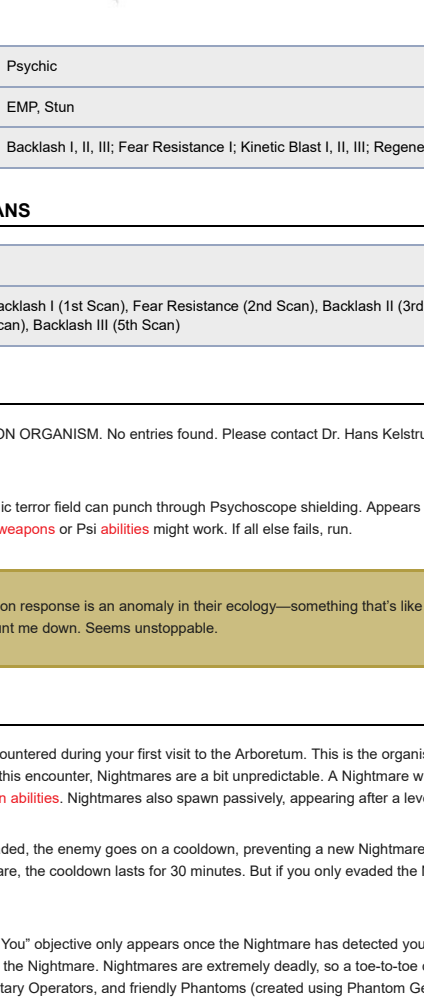
Superthermal is an area of effect (AoE) trap, causing a fiery detonation when tripped. To avoid getting caught within the blast radius, constant movement is vital. Stationary objects, like turrets, are easy targets for the Thermal Phantom. In that sense, turrets serve as more of a distraction than a serious offensive option. Don't bother repairing turrets during a fight with a Thermal Phantom—it's a waste of spare parts, as they'll simply be disabled by the next incoming Superthermal attack.

When confronting a Thermal Phantom, seek to slow it down by coating it in GLOO. While GLOO inflicts no damage, it buys you some time, allowing you to escape or devise a plan of attack. Once immobilized with GLOO, hit the Thermal Phantom with the Q-Beam until it explodes. Alternatively, rely on the Kinetic Blast Typhon ability to inflict damage or Recycler Charges. Traditional firearms, like the Silenced Pistol and Shotgun, can work in a pinch, but you'll need plenty of ammo. Melee attacks are out of the question.

PHANTOM GENESIS II

The Phantom Genesis II ability gives you the same capability as a Weaver, allowing you to create Phantoms from human corpses. However, these Phantoms will fight for you. When creating a Phantom with this advanced ability, you have the chance of creating a Voltaic, Etheric, or Thermal Phantom. Having a powerful Phantom by your side can make a huge difference during challenging battles.

NIGHTMARE



Weaknesses	Psychic
Immunity	EMP, Stun
Scannable Powers	Backlash I, II, III; Fear Resistance I; Kinetic Blast I, II, III; Regeneration I, II

PSYCHOSCOPE SCANS

Total Scans Required	5
Typhon Abilities Researched	Backlash I (1st Scan), Fear Resistance (2nd Scan), Backlash II (3rd Scan), Regeneration II (4th Scan), Backlash III (5th Scan)

RESEARCH NOTES

ERROR: UNKNOWN TYPHON ORGANISM. No entries found. Please contact Dr. Hans Kelstrup, Director of Psychotronics.

Supplementary Notes: Psychic terror field can punch through Psychoscope shielding. Appears to be resistant to most forms of physical damage. Energy weapons or Psi abilities might work. If all else fails, run.

Morgan's Notes: The Typhon response is an anomaly in their ecology—something that's like them…but isn't. Me. Only purpose seems to be to hunt me down. Seems unstoppable.

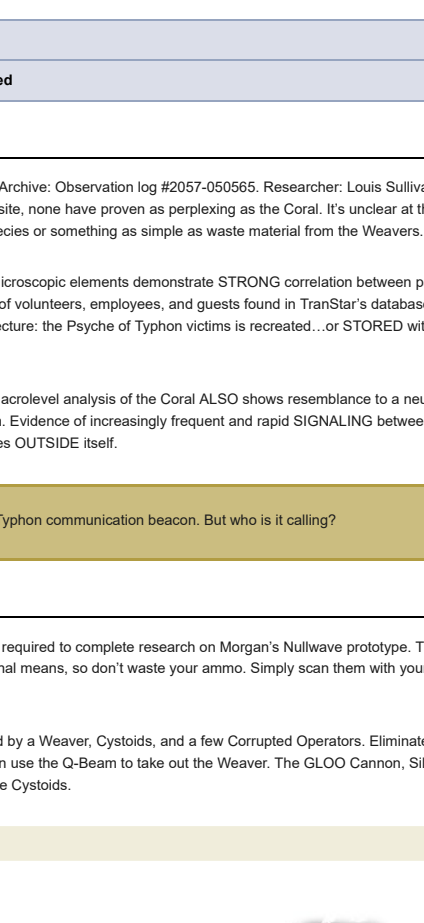
COUNTER TACTICS

The Nightmare is initially encountered during your first visit to the Arboretum. This is the organism seen outside the G.U.T.S. Loading Bay's door. Beyond this encounter, Nightmares are a bit unpredictable. A Nightmare will actively spawn after you've installed at least three Typhon abilities. Nightmares also spawn passively, appearing after a level transition.

If a Nightmare is killed or evaded, the enemy goes on a cooldown, preventing a new Nightmare from spawning for a period of time. If you killed the Nightmare, the cooldown lasts for 30 minutes. But if you only evaded the Nightmare, the cooldown only lasts for 20 minutes.

The "A Nightmare is Hunting You" objective only appears once the Nightmare has detected you. This starts a timer, giving you three minutes to kill or evade the Nightmare. Nightmares are extremely deadly, so a toe-to-toe confrontation isn't advisable. Leverage turrets, hacked Military Operators, and friendly Phantoms (created using Phantom Genesis) to give you an upper hand. Hit the Nightmare with Psychoshock or a Nullwave Transmitter to nullify its abilities, then attack with the Q-Beam and/or Kinetic Blast. If you don't have the Q-Beam or Kinetic Blast, running and hiding is your best option for survival. Transitioning to another level is a quick way to evade the Nightmare and initiate its cooldown.

CORAL NODE



Weaknesses	None
Immunity	None
Scannable Powers	N/A

PSYCHOSCOPE SCANS

Total Scans Required	2
Typhon Abilities Researched	N/A

RESEARCH NOTES

Excerpt From Project Axiom Archive: Observation log #2057-050565. Researcher: Louis Sullivan. Out of all the samples recovered from the Vorona I site, none have proven as perplexing as the Coral. It's unclear at the moment whether this is some sort of new Typhon species or something as simple as waste material from the Weavers. Further study is warranted.

Raw Scan Data Summary: Microscopic elements demonstrate STRONG correlation between patterns of connections within the Coral and Connectomes of volunteers, employees, and guests found in TranStar's database. Recommend exhaustive pattern matching. Early conjecture: the Psyche of Typhon victims is recreated…or STORED within the Coral. Purpose unknown.

Raw Scan Data Summary: Macrolevel analysis of the Coral ALSO shows resemblance to a neural network—like a vast disembodied nervous system. Evidence of increasingly frequent and rapid SIGNALING between elements, as well as broadcasting neotic signatures OUTSIDE itself.

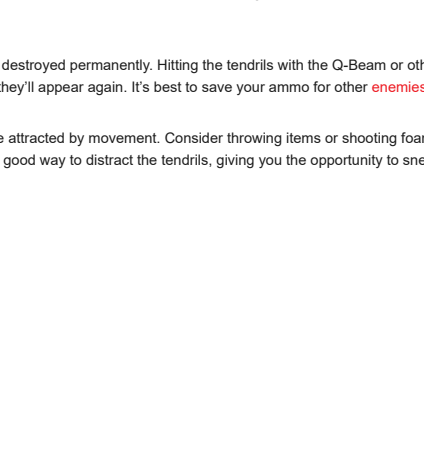
Morgan's Notes: One big Typhon communication beacon. But who is it calling?

COUNTER TACTICS

Scanning two Coral nodes is required to complete research on Morgan's Nullwave prototype. These nodes cannot be destroyed through conventional means, so don't waste your ammo. Simply scan them with your Psychoscope and move on.

The Coral nodes are guarded by a Weaver, Cystoids, and a few Corrupted Operators. Eliminate the Corrupted Operators with your Disruptor Stun Gun, then use the Q-Beam to take out the Weaver. The GLOO Cannon, Silenced Pistol, or Recycler Charges work well against the Cystoids.

APEX TENDRIL



Weaknesses	Nullwave
Immunity	None
Scannable Powers	N/A

PSYCHOSCOPE SCANS

Total Scans Required	3
Typhon Abilities Researched	Ether Resistance (1st Scan), Ether Absorption (3rd Scan)

RESEARCH NOTES

ERROR: UNABLE TO CONNECT TO PSYCHOTRONICS DATABASE: No entries found. Please contact Dr. Hans Kelstrup, Director of Psychotronics.

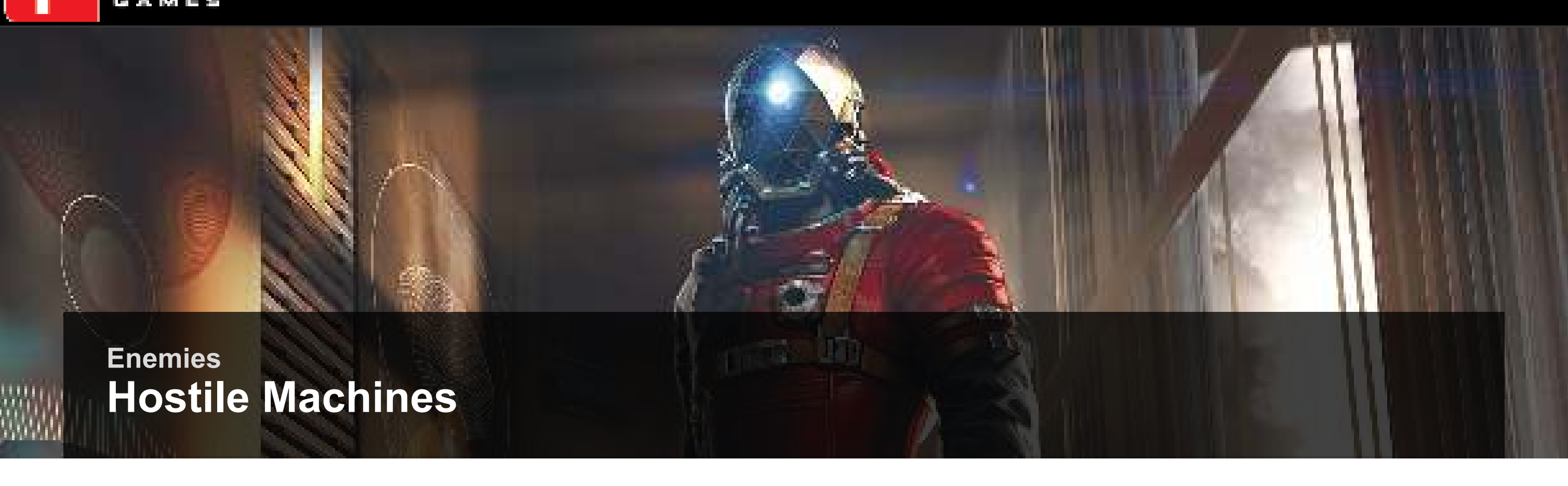
Morgan's Notes: A tiny part of the Apex. Intent on devouring everything in its path. Attracted to movement. No way to permanently kill these. Use Nullwave or Q-beam to beat them back.

COUNTER TACTICS

These black, tentacle-like appendages belong to the Apex Typhon, appearing outside Talos I. These tendrils penetrate the station's hull and appear in all sections with the exception of the Bridge. Avoid contact with these tendrils to prevent taking damage.

The Apex Tendrils cannot be destroyed permanently. Hitting the tendrils with the Q-Beam or other weapons may cause them to temporarily dissipate. But they'll appear again. It's best to save your ammo for other enemies.

Like Cystoids, the tendrils are attracted to movement. Consider throwing items or shooting foam darts from the Huntress Boltcaster. Using decoys is a good way to distract the tendrils, giving you the opportunity to sneak through infested areas.

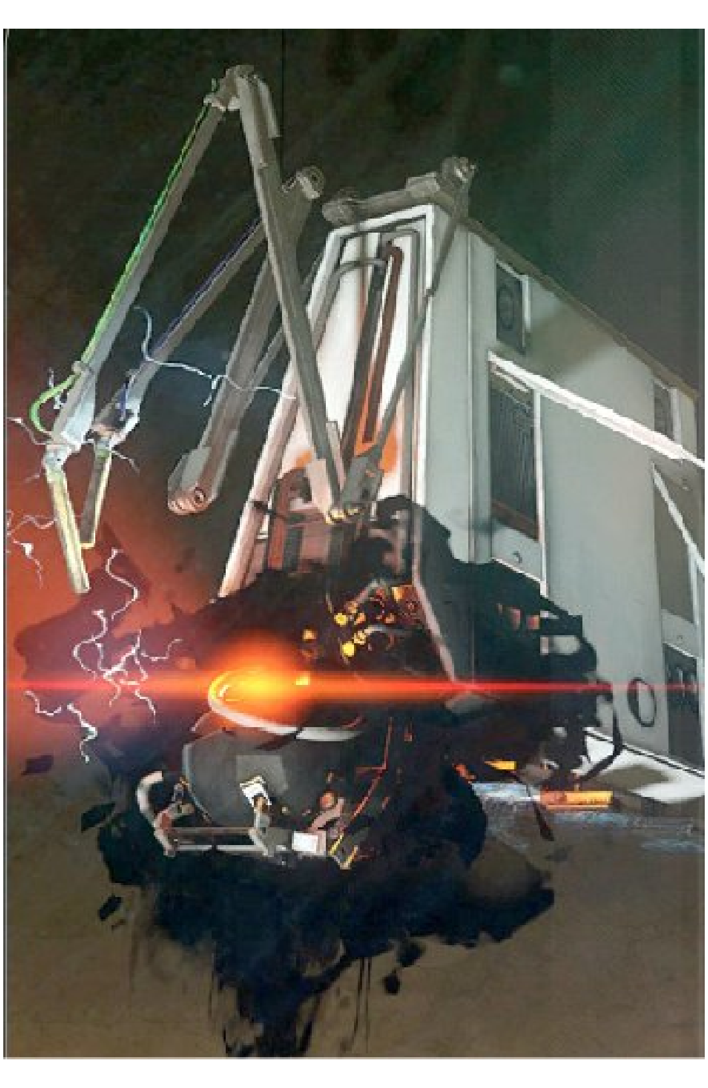


Enemies

Hostile Machines

Typhon aren't the only threat aboard Talos I. Originally designed to serve their human creators, Operators and turrets can become corrupted or hacked, causing them to attack. Countering these hostile machines requires different tactics and equipment.

CORRUPTED OPERATOR



Weaknesses	Electric, EMP, Explosive, GLOO, Melee, Recycler
Immunity	Psychic, Nullwave
Scannable Powers	Machine Mind I

PSYCHOSCOPE SCANS

Total Scans Required	3
Typhon Abilities Researched	N/A

RESEARCH NOTES

Excerpt From TranStar Security Records: Incident report #1258-011835. Classification: Equipment malfunction. Reporting officer: Patricia Wang. Incident Summary: I was called to the scene by Carlos Popinga, who requested assistance with another haywire Operator near the Arboretum lift. Popinga explained he had been sent to fix the main lift, which had been malfunctioning. He claims his Engineering Operator appeared to malfunction upon approaching the lift and became hostile when Popinga attempted to deactivate it. I used an EMP charge to neutralize the Operator. Popinga was sent to Trauma with severe burns. The engineers down in Hardware Labs have already checked out the Operator. They tell me it's been physically rewired and completely reprogrammed, just like the last four cases. This looks like sabotage to me.

Morgan's Notes: Corrupted by some sort of Typhon ability. Will try to incinerate you at close range. Keep away. Either freeze in place with GLOO cannon or knock out with EMP. Metal body shrugs off most rounds.

COUNTER TACTICS

Equipped with devastating flamethrower-like weapons, Corrupted Operators are extremely dangerous. They're also much faster than their friendlier counterparts, rushing to close range upon detecting you. These enemies are best avoided until you have access to EMP Charges, Electrostatic Burst, or the Disruptor Stun Gun. Alternatively, rely on turrets to take these enemies out.

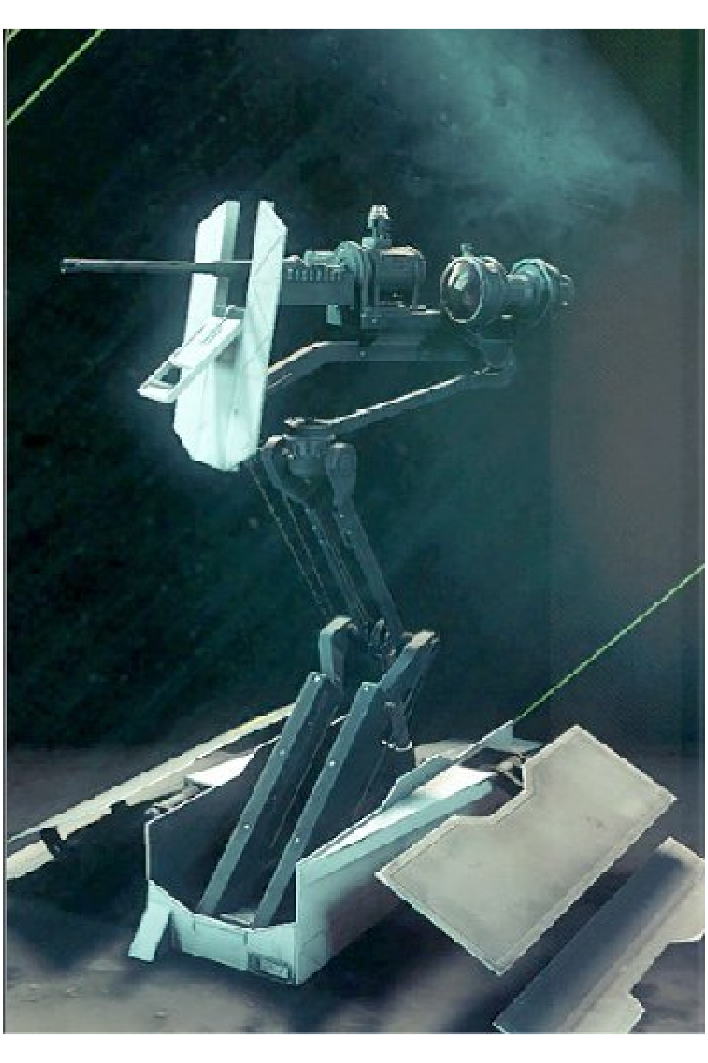
Electrical-based attacks are most effective against Corrupted Operators. Initiate attacks by tossing an EMP Charge toward these enemies—the electromagnetic pulse inflicts damage and temporarily disables the Corrupted Operator. Follow up with persistent Disruptor Stun Gun attacks. Like the EMP Charge, the Disruptor Stun Gun inflicts damage and stuns the Corrupted Operator. Electrostatic Burst is also effective against these enemies.

Once their health is depleted, Corrupted Operators fall to the ground and explode—keep your distance to avoid getting damaged by the explosion. Always search the remains of Operators for supplies. You can usually find Disruptor and Q-Beam batteries. If you possess the Dismantle ability, you can also retrieve spare parts from the wreckage.

SOURCE OF CORRUPTION

Friendly Operators can become corrupted by Technopaths. So consider disabling/destroying Operators in areas where Technopaths have been sighted.

TURRET



Weaknesses	Electric, EMP, Explosive, Melee
Immunity	Psychic, Nullwave
Scannable Powers	N/A

PSYCHOSCOPE SCANS

Total Scans Required	1
Typhon Abilities Researched	N/A

RESEARCH NOTES

Excerpt From The Engineering Database: Testing log #1008-010435. Product: Eradicator Auto-Turret v0.7.6. Observer: Franklin Goode. The accuracy grade for this newest turret iteration is a significant improvement over the last generation, with a marked 17% increase. The jamming issues when transitioning to portability mode also seem to have been resolved. Stability is still shit. The Psychoscope element works well, but I recommend tuning the sensitivity down somewhat. I've received complaints from Psychotronics that some of the prototypes we sent down for testing are a little high-strung.

Morgan's Notes: Easy to upgrade and repair. Base model is weak against some of the larger Typhon. Be careful around them with Neuromods. Does not like any Typhon material around.

COUNTER TACTICS

Turrets are equipped with a light machine gun and an integrated Psychoscope, allowing them to distinguish humans from Typhon. When a Typhon organism is detected, the turret unleashes an endless volley of automatic fire until the threat is eliminated or undetectable. Despite their rapid fire, turrets never run out of ammo, making them a persistent and deadly threat.

If you install two or more Typhon abilities, turrets will no longer consider you human, and attack—the red light atop a turret indicates it's hostile. Hostile turrets are easily disabled with Electrostatic Burst, EMP Charges, or the Disruptor Stun Gun. Or simply walk behind the turret to evade its limited firing arc. Once behind the turret, you can approach and hack it if you possess the Hacking II ability. Hacking a turret adjusts its Typhon detection sensitivity, preventing it from attacking you.

In their default state, turrets are rather fragile, usually succumbing to a single Kinetic Blast attack. However, they can never be completely destroyed. A damaged turret can always be repaired, assuming you have the Repair II ability and some spare parts. Turrets can also be fortified to significantly increase their durability. Fortifying a turret requires the Repair III ability and more spare parts. Once a turret is fortified, consider carrying it around and deploying it in each new area you explore—it never hurts to have a turret watching your back…unless you're caught in the crossfire.

CORRUPTED DEVICE

Weaknesses	N/A
Immunity	N/A
Scannable Powers	N/A

PSYCHOSCOPE SCANS

Total Scans Required	1
Typhon Abilities Researched	N/A

RESEARCH NOTES

Morgan's Notes: A few of the Typhon have demonstrated an ability to interfere with technology, but the Technopath can take over a system entirely. I've found screens surrounded by a dark, psychoetheric matter. Displays distorted. Programming incomprehensible. Destroying the Technopath should clear it up. With some systems, like Operators, the changes appear to be permanent. Found more. Looked a little closer—it's remarkable. The tech is completely hijacked, hardware and software. All the way down to the machine code. The Typhon is intuitively sabotaging and repurposing on the fly, remotely.

COUNTER TACTICS

Corrupted devices are the result of tampering by a Technopath. Affected devices include lifts and doors, preventing them from functioning. Attacking a corrupted device has no effect—you need to hunt down and kill the Technopath responsible for the corruption.

Technopaths usually don't wander far from their corrupted devices. Once you've located a Technopath, hit it with Electrostatic Burst or an EMP Charge, then attack with the Q-Beam. A fully upgraded Disruptor Stun Gun can also be effective against these enemies. Once the responsible Technopath is eliminated, any corrupted devices under its control are freed, allowing them to function normally.

MILITARY OPERATOR

Weaknesses	Electric, EMP, Explosive, Melee
Immunity	Psychic, Nullwave
Scannable Powers	N/A

PSYCHOSCOPE SCANS

Total Scans Required	1
Typhon Abilities Researched	N/A

RESEARCH NOTES

Excerpt From TranStar Operator Brochure: The N-CN9 Blackbox Military Operator is the world's most advanced unmanned multi-role fighter. Armed with a state-of-the-art MAG-directed energy weapon and an OMNI navigation system, the Military Operator is never short on firepower. From assault operations to security detail, the innovative Synthetic Hyperdynamic Neural Network ensures the Military Operator is quick to respond to developing and dangerous situations.

Morgan's Notes: TranStar's been covering their tracks about these. Don't want to look like an arms-tech company. They're probably wired into Talos I's security system. Could track me using the station's security rosters. Might be a way to get rid of my tracking bracelet.

COUNTER TACTICS

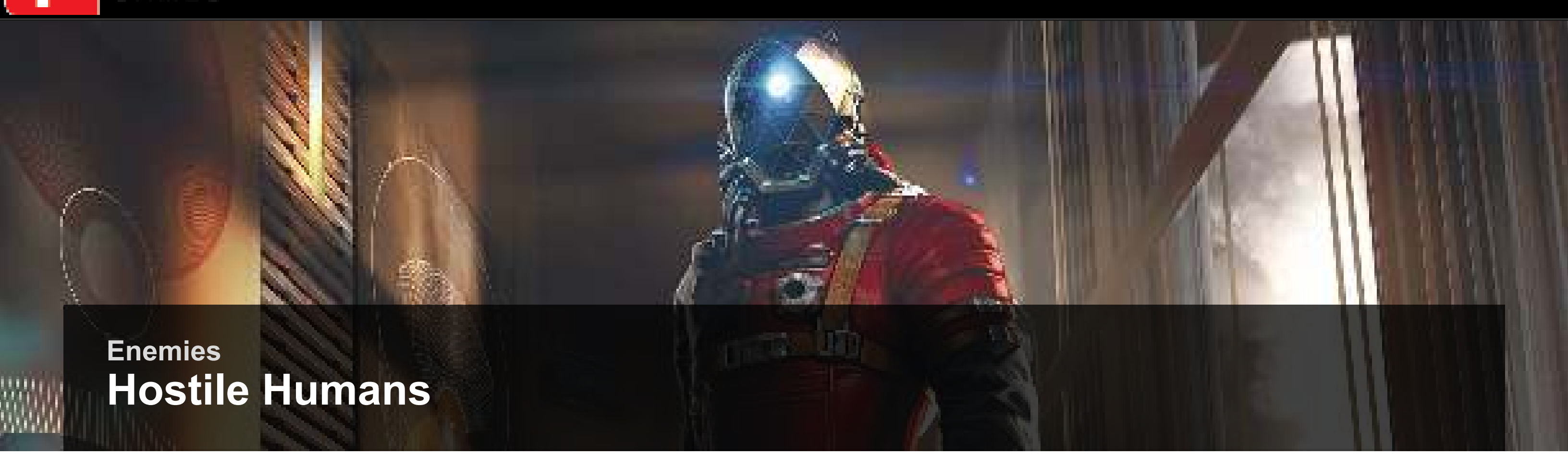
This is essentially a reinforced Operator equipped with a Q-Beam. Military Operators are first encountered when Commander Dahl arrives on Talos I. The Q-Beam attached to each Military Operator has incredible range and damage potential, shredding your suit within seconds. Keep moving and seek cover to avoid taking a prolonged Q-Beam blast. But you're not the only target of Military Operators—they'll also attack Typhon organisms. It's not uncommon to sneak past a battle between Military Operators and Typhon.

The Military Operator's metal housing is much more durable than those found on civilian Operators, making traditional firearms less effective. As with any machine, Electrostatic Burst, EMP Charges, and the Disruptor Stun Gun are your best options for taking these units down. A fully upgraded Disruptor Stun Gun can make quick work of any Military Operator, taking one down with as few as three hits.

While initially hostile, Military Operators can be hacked, turning them into a powerful ally. To perform a hack, you'll need the Hacking IV ability and a disabled Military Operator. Once you've stunned a unit, approach it and perform the hack—the game is paused while hacking, so don't be afraid to hack during the middle of a heated firefight.

ELECTROSTATIC BURST

In addition to EMP Charges and the Disruptor Stun Gun, the Electrostatic Burst Typhon ability is also very effective against hostile machines.



Enemies

Hostile Humans

By default, most humans encountered on Talos I are not hostile. However, humans may become aggressive if they detect anything suspicious or fall under the telepathic control of a Telepath.

HUMAN

Weaknesses	GLOO, Psychic, Stun
Immunity	EMP
Scannable Powers	None

PSYCHOSCOPE SCANS

Total Scans Required	1
Typhon Abilities Researched	N/A

RESEARCH NOTES

HOMO SAPIENS

Excerpt From Psychotronics Database: Humans, like most mammals, possess a low natural psychoactive potential. Attempts to alter brain function through artificial means are usually temporary at best, or harmful and addictive at worst. The addition of the [REDACTED], derived from the Typhon organisms, temporarily weakens the elasticity of human neuron connections and allows for the addition of new, synthetic neurons to catalyze changes in the subject's brain. Removal of this serum will cause the human body to reject the new neurons and connections, effectively resetting the brain back to its original state. This process may result in memory loss and other as of yet undiscovered side-effects.

COUNTER TACTICS

Following events in the Simulation Lab, the first human encountered is Aaron Ingram, the volunteer in Psychotronics' Material Extraction—this is the first time you can scan a human with the Psychoscope. Unarmed humans, such as Ingram, pose no threat and will instinctively run away if you attempt to harm them.

If you use Typhon abilities in the presence of humans, they may become hostile—this is the case with Sarah Elazar and her security officers in the Cargo Bay. Most hostile humans (including Walter Dahl) are equipped with the Silenced Pistol. While this weapon inflicts minimal damage per shot, its high rate of fire poses a serious risk, particularly when confronting multiple hostile humans armed with this weapon. Quickly incapacitate hostile humans using the Disruptor Stun Gun—this is faster than killing them with other weapons.

Typhon abilities are also very effective against humans. Kinetic Blast, Electrostatic Burst, Superthermal, and Psychoshock all cause physical and potentially lethal damage. Or use Mindjack to temporarily cause a hostile human to stop attacking you—they'll attack your enemies instead.

MIND-CONTROLLED HUMAN

Weaknesses	Nullwave, Psychic, Stun
Immunity	EMP
Scannable Powers	Psychoshock I, Mindjack I

PSYCHOSCOPE SCANS

Total Scans Required	3
Typhon Abilities Researched	N/A

RESEARCH NOTES

Excerpt From TranStar Security Records: Incident report #1546-031433. Classification: Containment Breach. Reporting officer: Cory Richard. Incident Summary: I was on duty at about 1420 hours when I received a request from Dr. Hans Kelstrup for assistance in Live Exam. Upon arriving on the scene, I witnessed Dr. Trevor Young slamming lab instruments into some of the Typhon enclosures. When it became clear that he intended to break containment, I was forced to discharge my stun gun to subdue him. During my subsequent interview with Dr. Young, he seemed immensely distraught and unaware of my presence unless I came too close, whereupon he would turn violent. He has been turned over to the Trauma team and placed in quarantine for his and others' safety.

> Morgan's Notes: Connected to the Typhon Telepaths. Should avoid getting too close. Triggers a strong kinetic blast that knocks out Psi abilities—ends up killing them. Stun gun might take them out long enough to sneak past. Might be able to free them from Typhon control somehow.

COUNTER TACTICS

Mind-controlled humans are Talos I crew members whose minds have been hijacked by a Telepath. These victims exhibit zombie-like behavior, wandering aimlessly with no immediate sense of purpose. However, if they detect your presence, they become aggressive, charging toward you. When they're within a few feet, their head explodes, emitting a pulse which may temporarily nullify your Psi abilities.

These victims can be dealt with in numerous ways. If you want to avoid harming the victim, sneak up behind a mind-controlled human and zap them with the Disruptor Stun Gun. This renders them unconscious, preventing a Telepath from repossessing their mind. Nullwave Transmitters have the same effect, breaking the link between the victim and Telepath. You can also use the Mindjack Typhon ability in an attempt to free the victim from the Telepath's control. However, if the Telepath is still present, the victim is still prone to being controlled again.

The best way to free a mind-controlled human is by eliminating the Telepath responsible for controlling it. Telepaths are extremely dangerous and should be hit with a Nullwave Transmitter to prevent it from lashing out with its powerful abilities. Temporarily robbed of its abilities, hit the Telepath aggressively with the Q-Beam or Psi-based attacks like Superthermal. Once the Telepath is eliminated, all victims under its control are released and rendered unconscious.

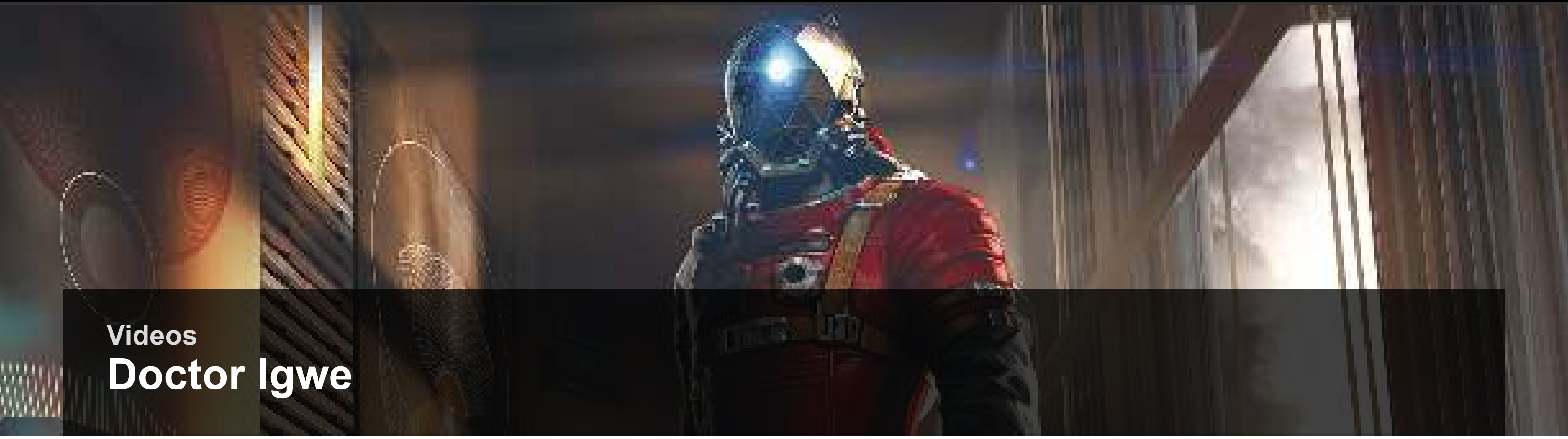
DO NO HARM/I AND IT

How will you treat your fellow humans? Will you help them? Or will you kill them? Earning the Do No Harm achievement/trophy requires you to complete the game without killing a single human—use the Disruptor Stun Gun to incapacitate any humans who pose a threat to avoid killing them. But if you want to take a different path, the I and It achievement/trophy requires you to kill all humans on Talos I. Use a security station to track and hunt down any humans.

Videos

Assist Mikhaila Ilyushin

Video is restricted



Videos

Doctor Igwe

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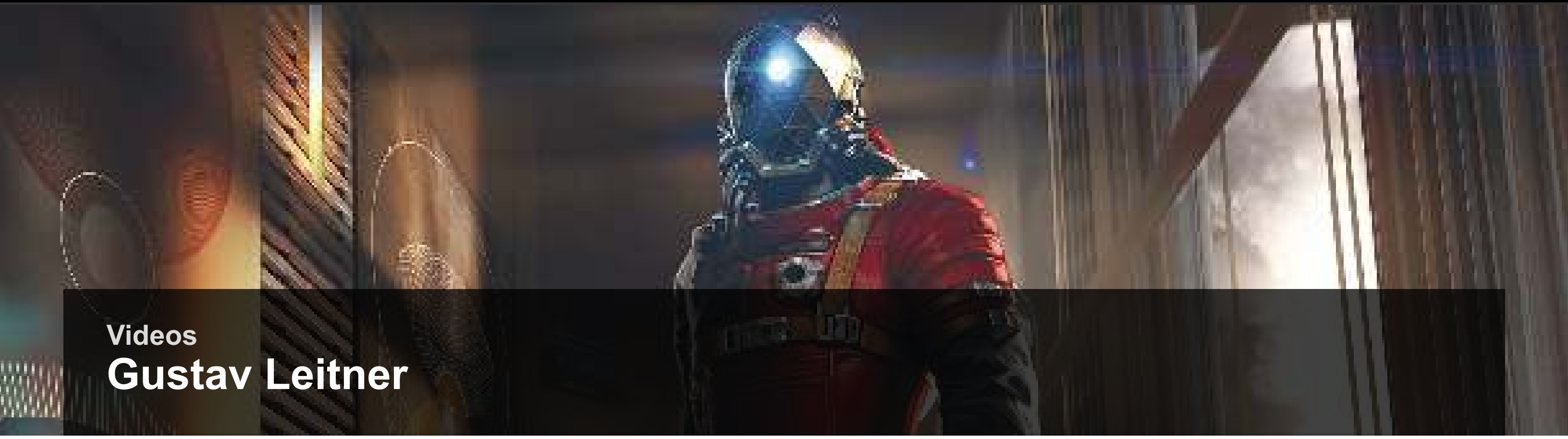

Videos

Gustav Leitner

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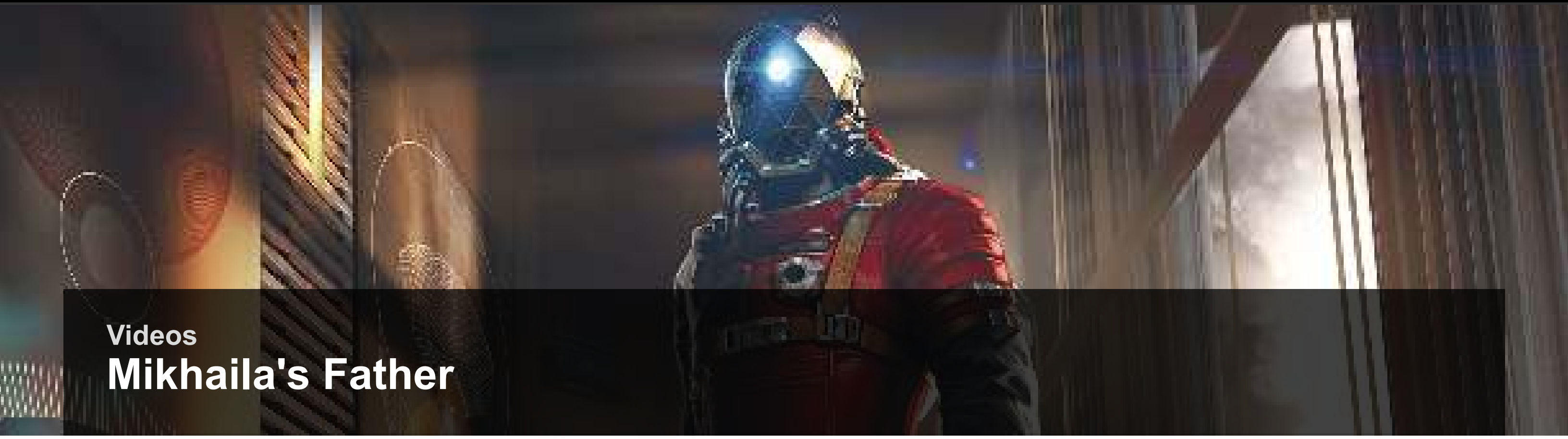

Videos

Mikhaila's Father

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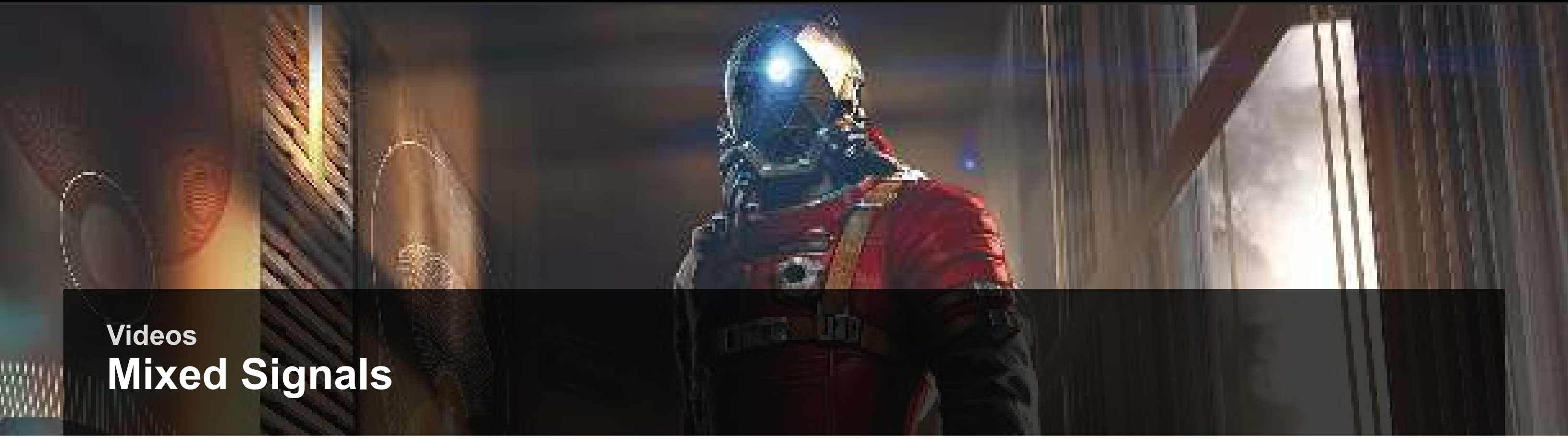

Videos

Mixed Signals

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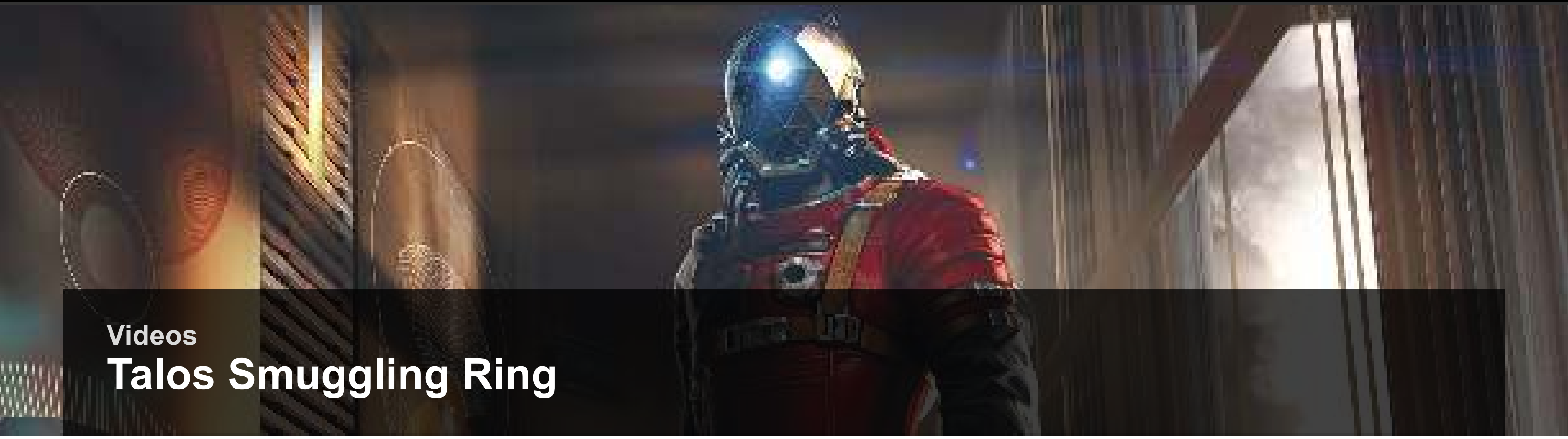

Videos

Talos Smuggling Ring

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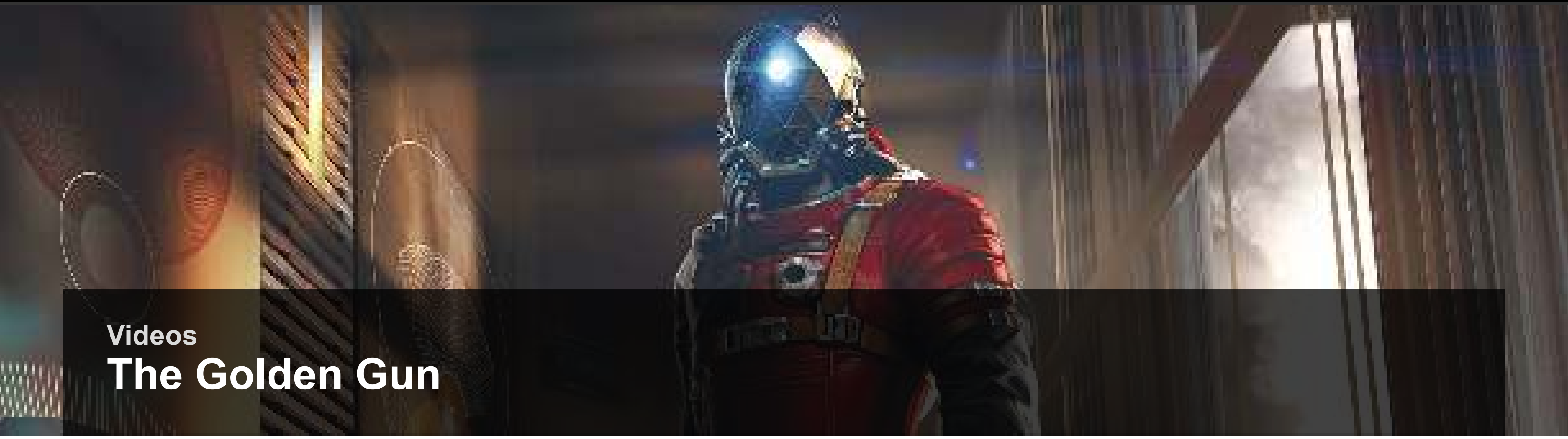

Videos

The Golden Gun

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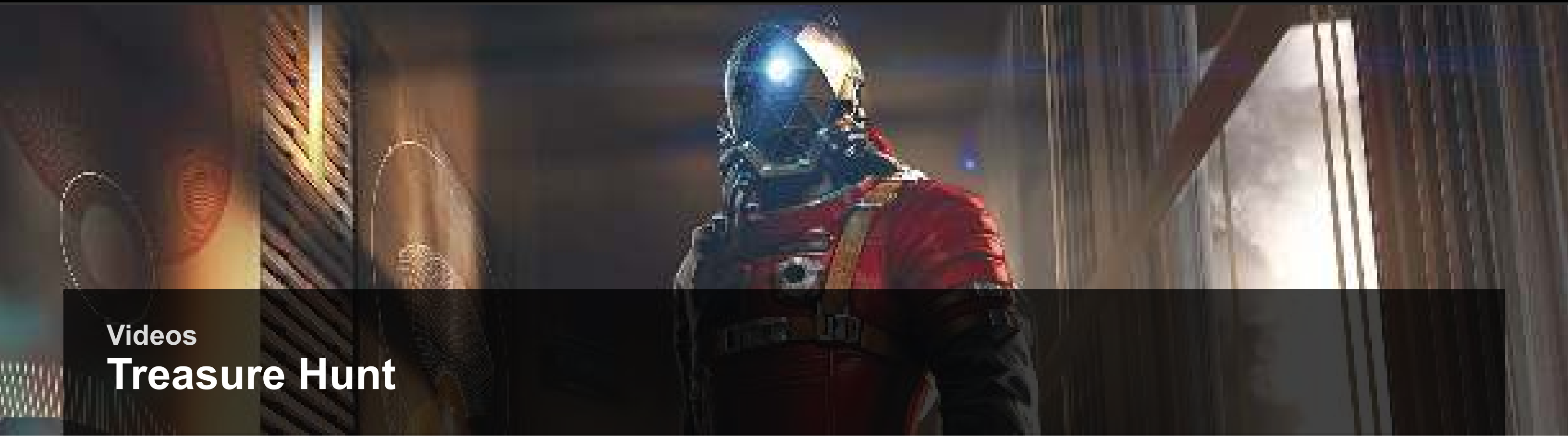


Videos

Treasure Hunt

Video is restricted

Walkthrough: Story Objectives

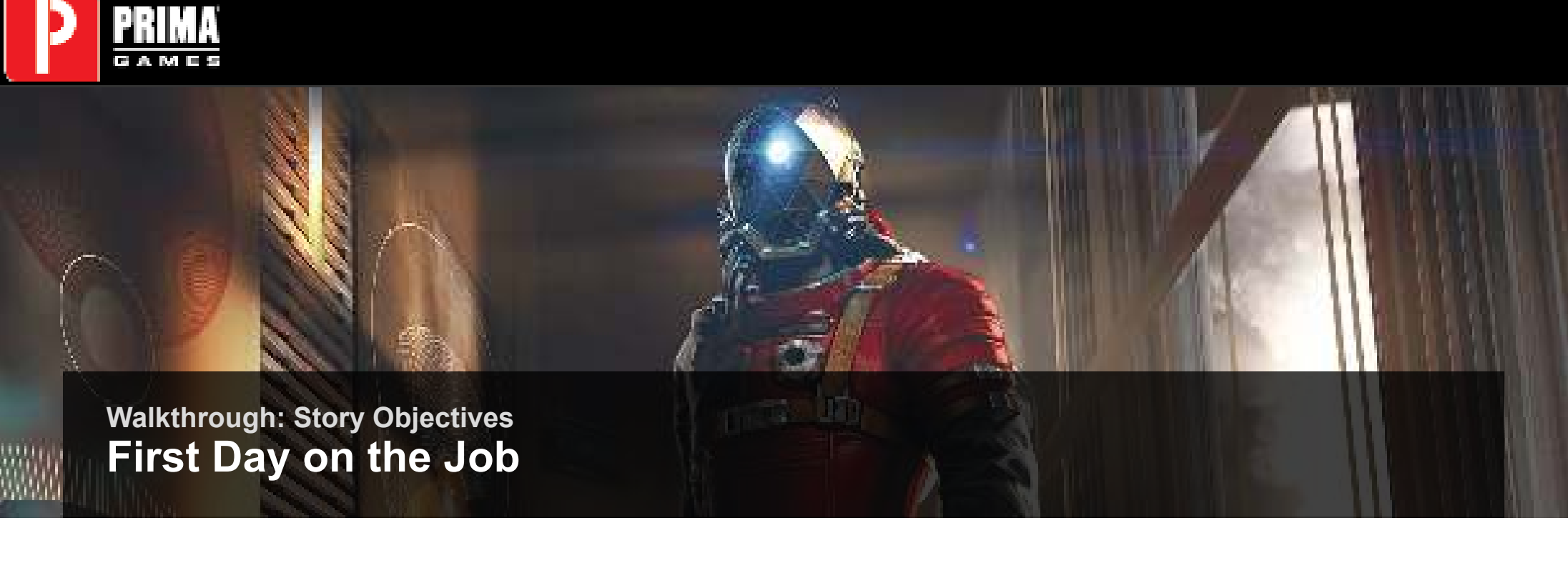
Introduction

INITIALIZATION

In *Prey,* you find yourself aboard Talos I, a space station overrun by hostile alien entities known as Typhon. This step-by-step walkthrough provides everything you need to survive the Typhon-infested space station, complete with maps revealing the locations of life-saving items and gear.

Prey is a game of freedom, choice, and ever-changing priorities. The game doesn't confine you to a linear, predictable path. Instead, you're free to explore Talos I at your leisure. Throughout the adventure, you're prompted to complete a variety of story-based and optional objectives. Story-based objectives must be completed to advance the story and complete the game. As the name suggests, optional objectives aren't mandatory but offer greater insight into the game's backstory and often reward you with access to new areas and gear.

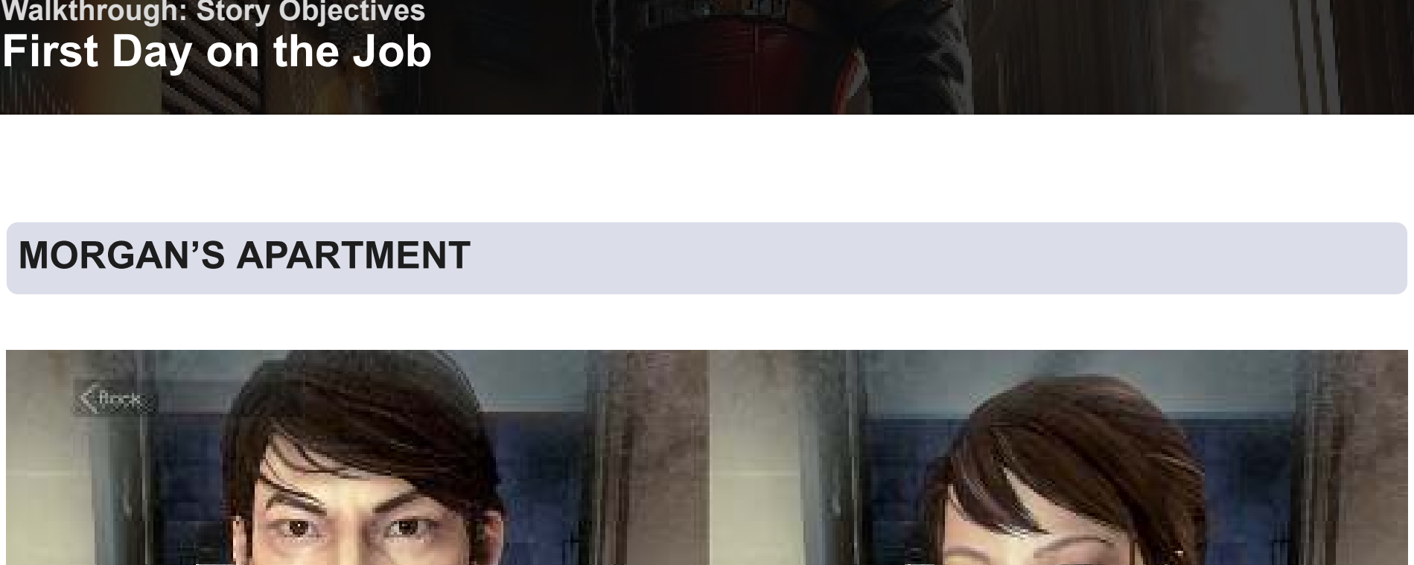
This walkthrough offers a streamlined approach to the game's story-based and optional objectives with the goal of providing the most complete, yet efficient path through Talos I. Still, feel free to deviate from the walkthrough, exploring the station and discovering solutions on your own. If you get lost or stuck, use the walkthrough as a reference to get back on track. Before you start exploring Talos I there a couple of choices you must make.



Walkthrough: Story Objectives

First Day on the Job

MORGAN'S APARTMENT



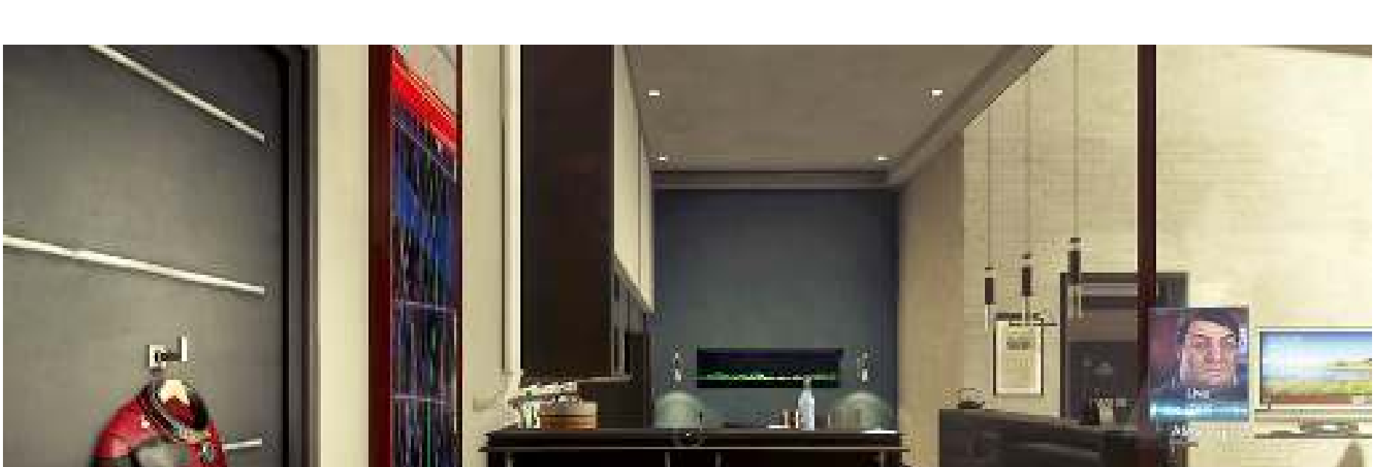
Notable Items	TranStar Uniform

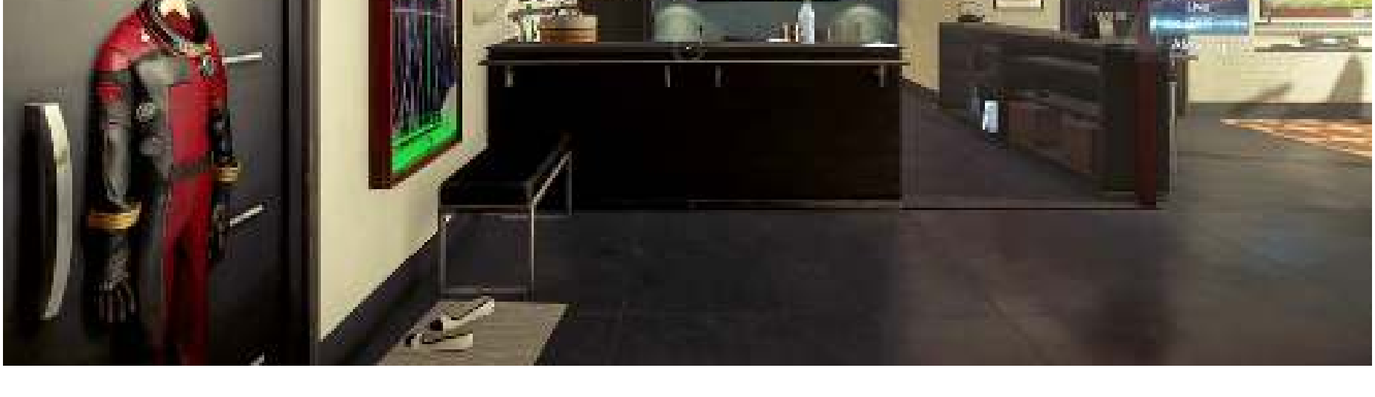
FIRST DAY ON THE JOB

Alex convinced me. I'm going to join him aboard the Talos I space station. The work we're doing up there is too good to pass up. Plus, he says he's got a surprise. I have to jump through some hoops at the training center before I board the shuttle.

Today is the big day. Shortly after waking, you receive a call from Alex—your big brother. Alex has sent a helicopter to pick you up. He also reminds you not to forget your TranStar uniform. Before getting dressed and heading out the door, take a moment to explore the apartment. This is a good opportunity to familiarize yourself with the game's controls and systems. Don't worry—the helicopter won't leave without you.

Start by walking over to your workstation. Interact with the screen to automatically input your password. Once you've acquired a password for a workstation, the password field is automatically filled, allowing you to log in. Three unread emails are waiting on your workstation—one from Thomas Tucker (of Human Resources at Talos I), and a couple from Alex. Make a habit of reading all emails, as they sometimes contain helpful information.

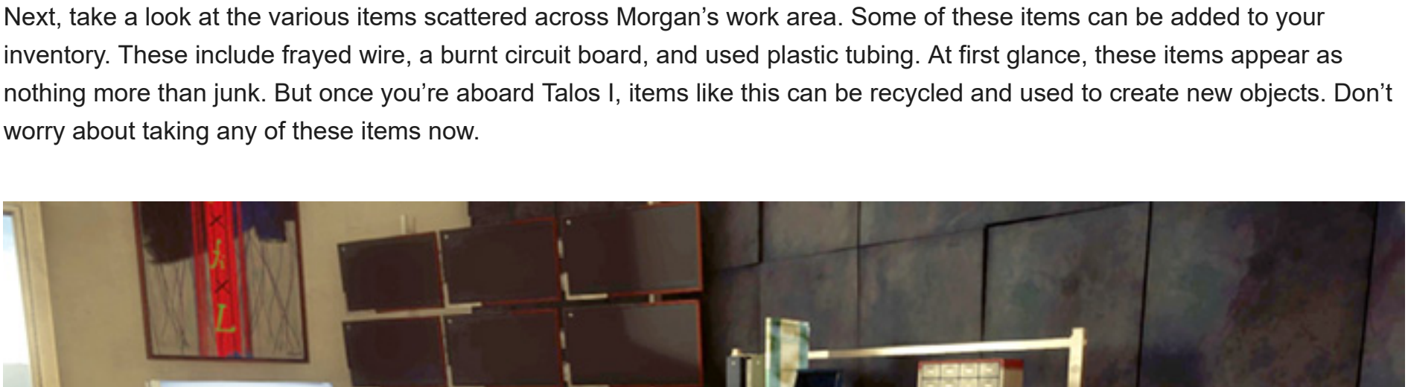




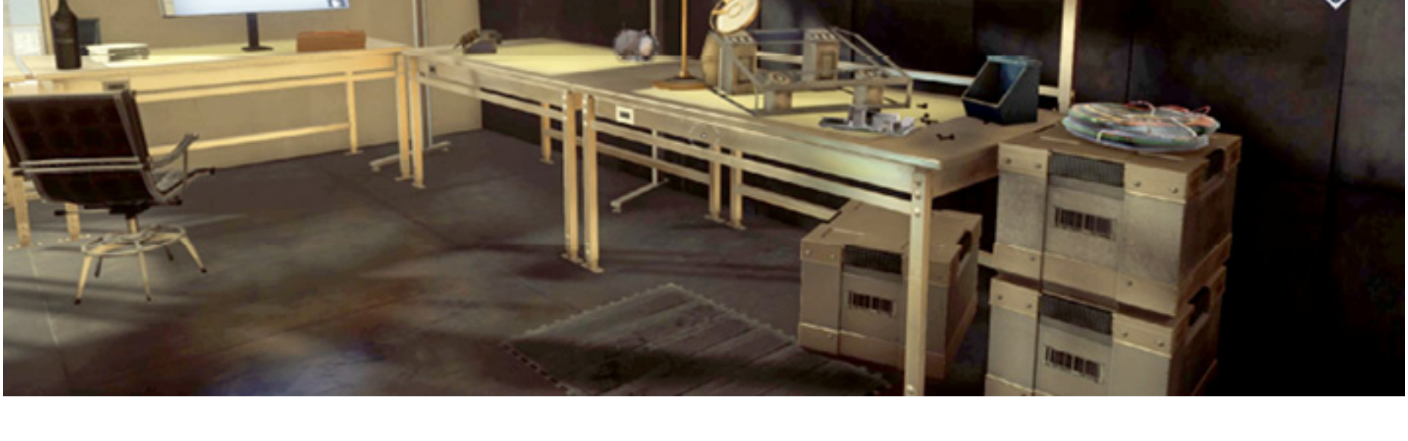
PRESS SNEAK

Starting with Morgan's workstation, read all of the emails to begin progress toward the Press Sneak achievement/trophy, which requires you to read all emails in the game. You must simply open each email (you don't need to physically read them all). Not all workstations are easily accessible, sometimes requiring you to discover the user's password. If a password isn't available, use the Hacking ability to overcome any security features.

Next, take a look at the various items scattered across Morgan's work area. Some of these items can be added to your inventory. These include frayed wire, a burnt circuit board, and used plastic tubing. At first glance, these items appear as nothing more than junk. But once you're aboard Talos I, items like this can be recycled and used to create new objects. Don't worry about taking any of these items now.



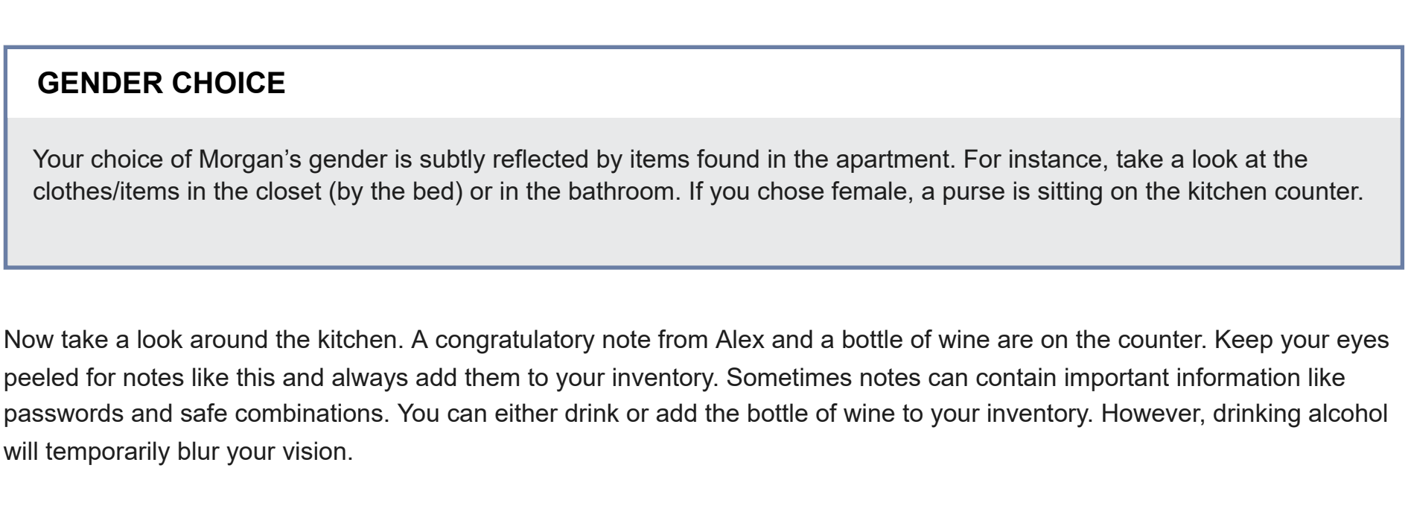
Grab the pizza box next to the workstation. Larger items like this can be picked up but not added to your inventory. Initially, you can only pick up small objects like small boxes or coffee mugs. But through the installation of Neuromods you can increase your strength, allowing you to pick up much larger objects. Once an object is in your hands, you can either drop or throw it. Sometimes it's necessary to pick up items like this to clear a path. Go ahead and toss the pizza box across the apartment. Throwing objects can break items and inflict damage on enemies—tossing items is also a good way to distract enemies.



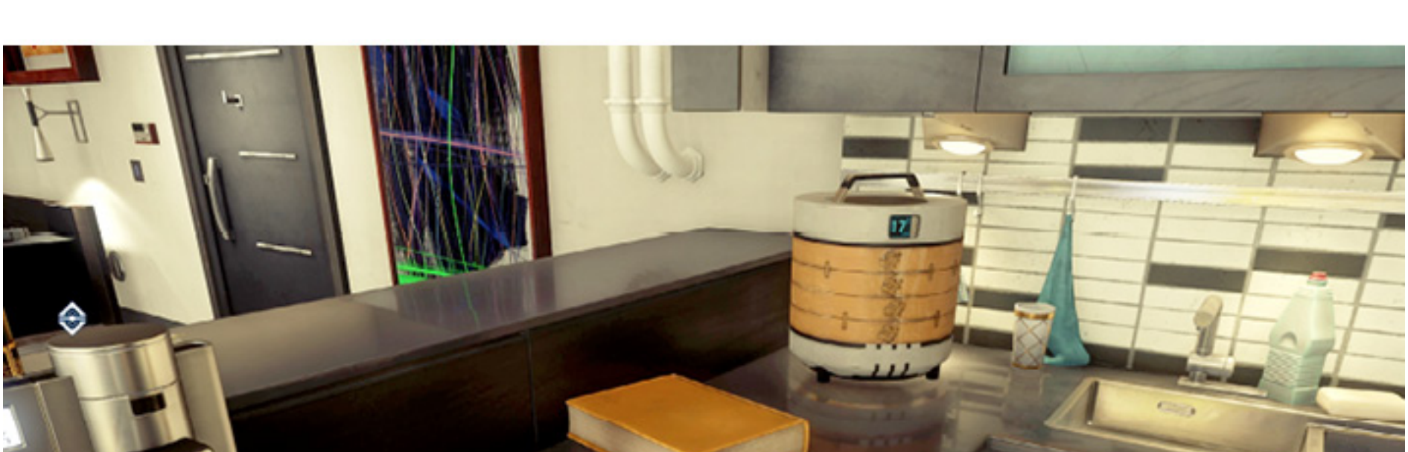
GENDER CHOICE

Your choice of Morgan's gender is subtly reflected by items found in the apartment. For instance, take a look at the clothes/items in the closet (by the bed) or in the bathroom. If you chose female, a purse is sitting on the kitchen counter.

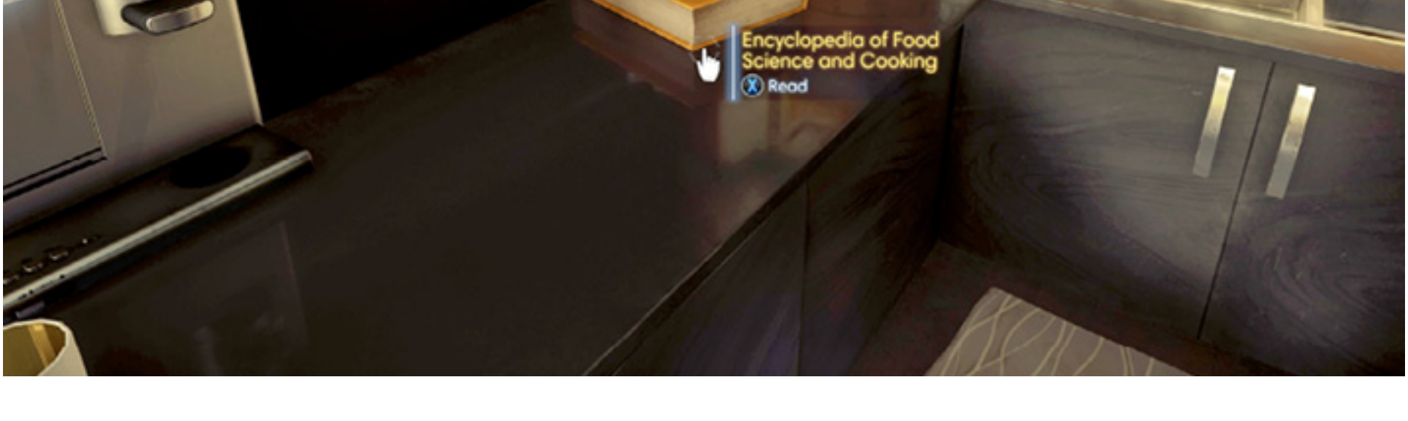
Now take a look around the kitchen. A congratulatory note from Alex and a bottle of wine are on the counter. Keep your eyes peeled for notes like this and always add them to your inventory. Sometimes notes can contain important information like passwords and safe combinations. You can either drink or add the bottle of wine to your inventory. However, drinking alcohol will temporarily blur your vision.



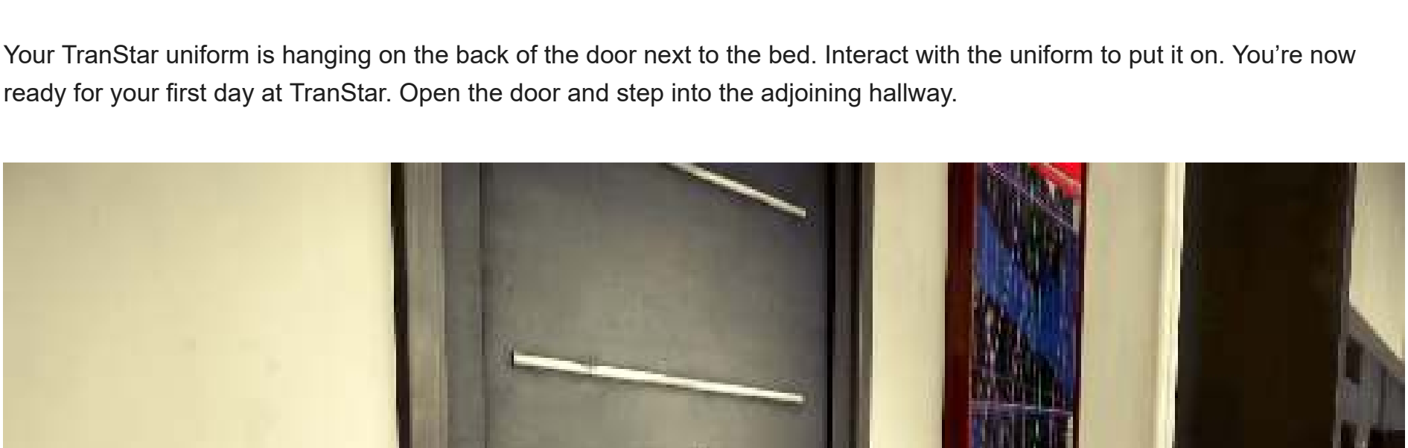
In addition to notes, you can read excerpts from books and magazines. Take a look at the *Encyclopedia of Food Science* and the cook book on the kitchen counter. This includes an entry on Transglutaminase. Excerpts from books are saved to the Data/Notes tab of your TranScribe and can be reviewed at a later time. More books and magazines can be found in the apartment. Check the bookcase by the coffee table.



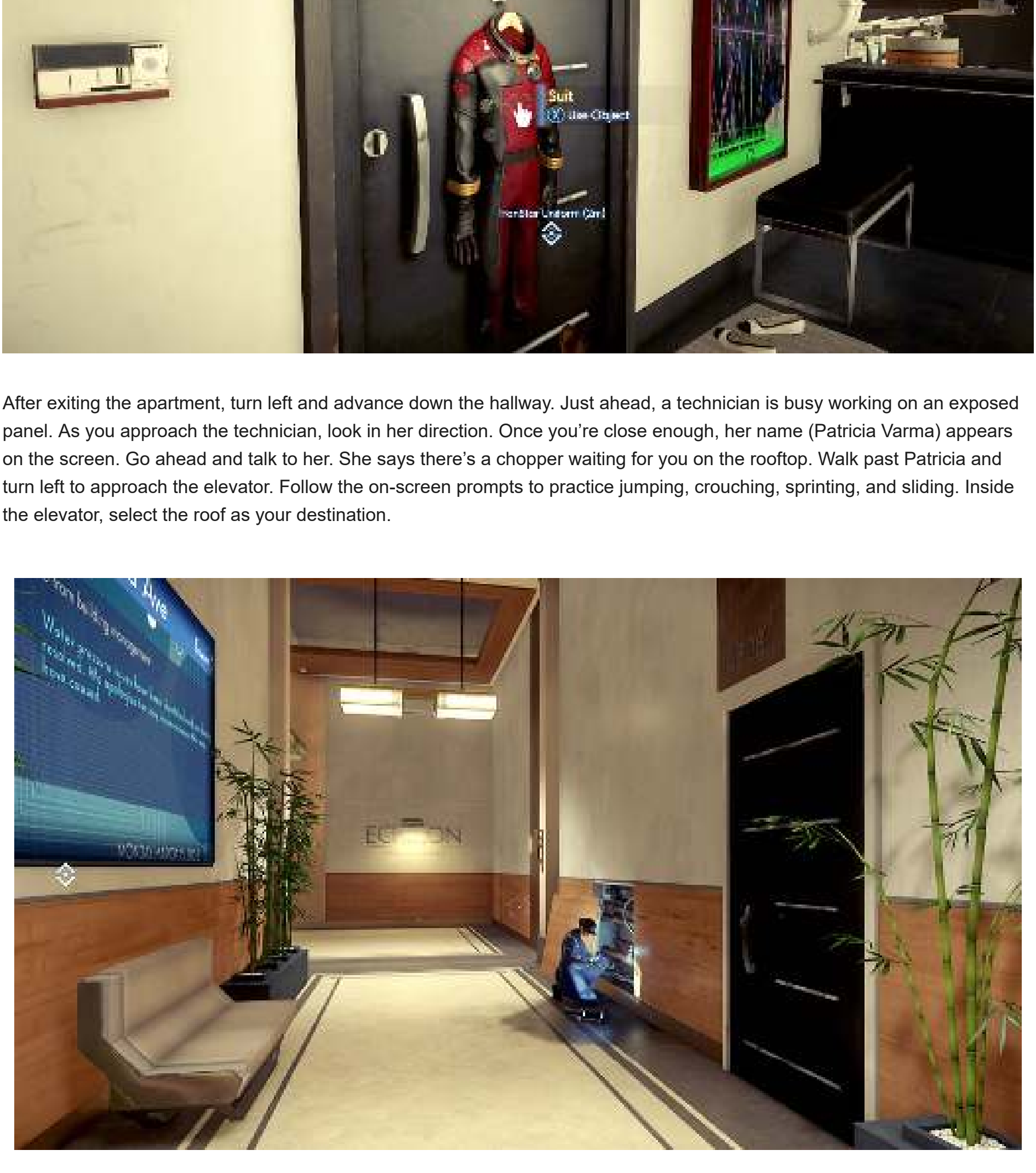
Stay in the kitchen and interact with the refrigerator and various cabinets. Here you find a number of consumable items, including a pomegranate, tea, and other snacks. Food items can be consumed to restore health. You don't need to take (or eat) any of these items now, but it's a good idea to know where these items are stored.

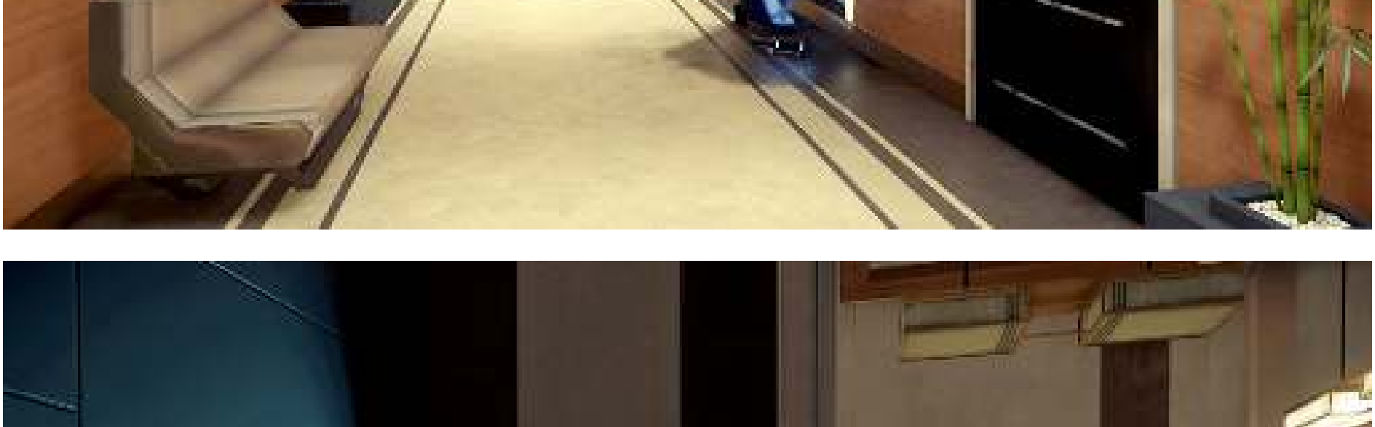


Your TranStar uniform is hanging on the back of the door next to the bed. Interact with the uniform to put it on. You're now ready for your first day at TranStar. Open the door and step into the adjoining hallway.



After exiting the apartment, turn left and advance down the hallway. Just ahead, a technician is busy working on an exposed panel. As you approach the technician, look in her direction. Once you're close enough, her name (Patricia Varma) appears on the screen. Go ahead and talk to her. She says there's a chopper waiting for you on the rooftop. Walk past Patricia and turn left to approach the elevator. Follow the on-screen prompts to practice jumping, crouching, sprinting, and sliding. Inside the elevator, select the roof as your destination.

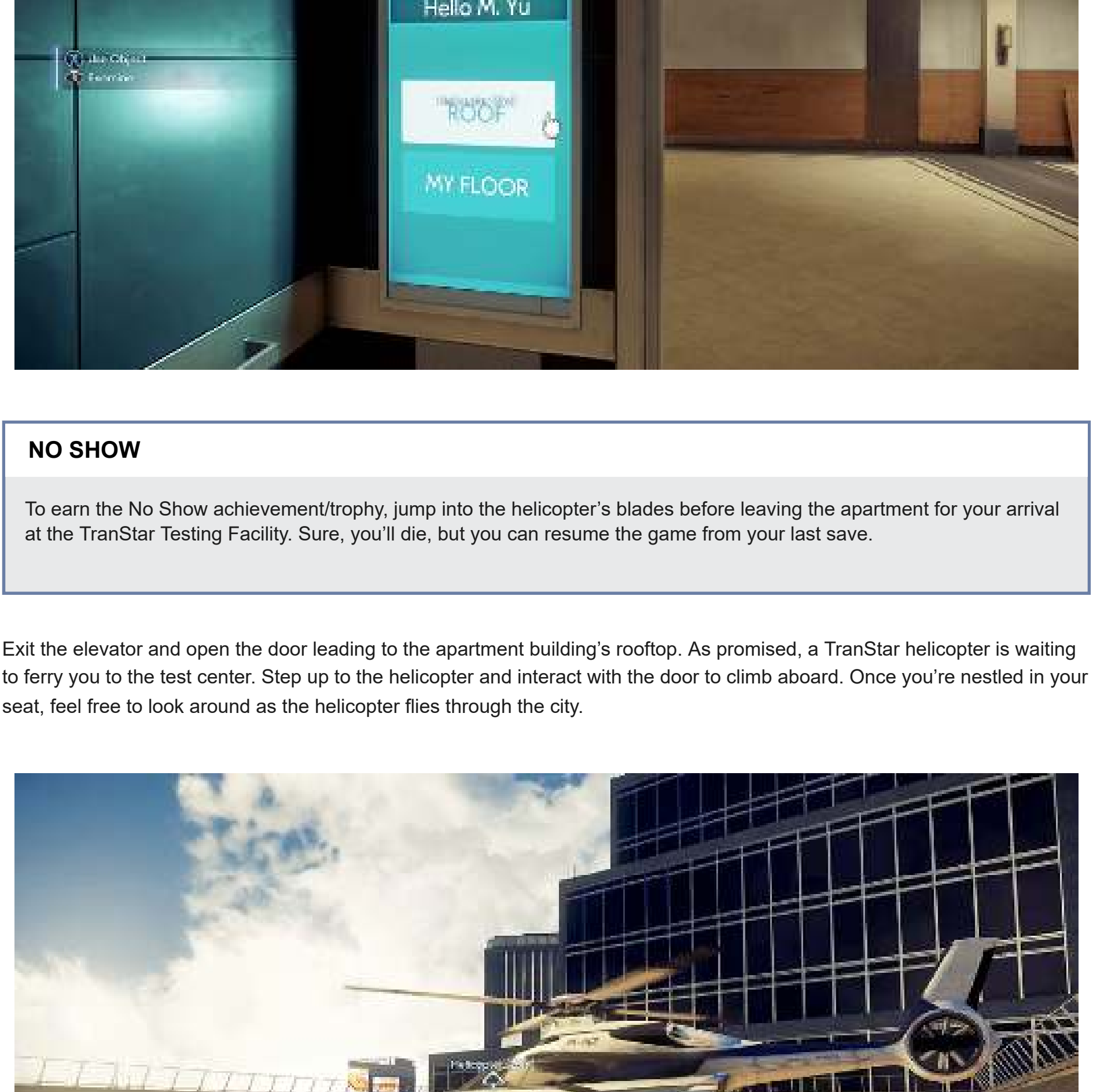




NO SHOW

To earn the No Show achievement/trophy, jump into the helicopter's blades before leaving the apartment for your arrival at the TranStar Testing Facility. Sure, you'll die, but you can resume the game from your last save.

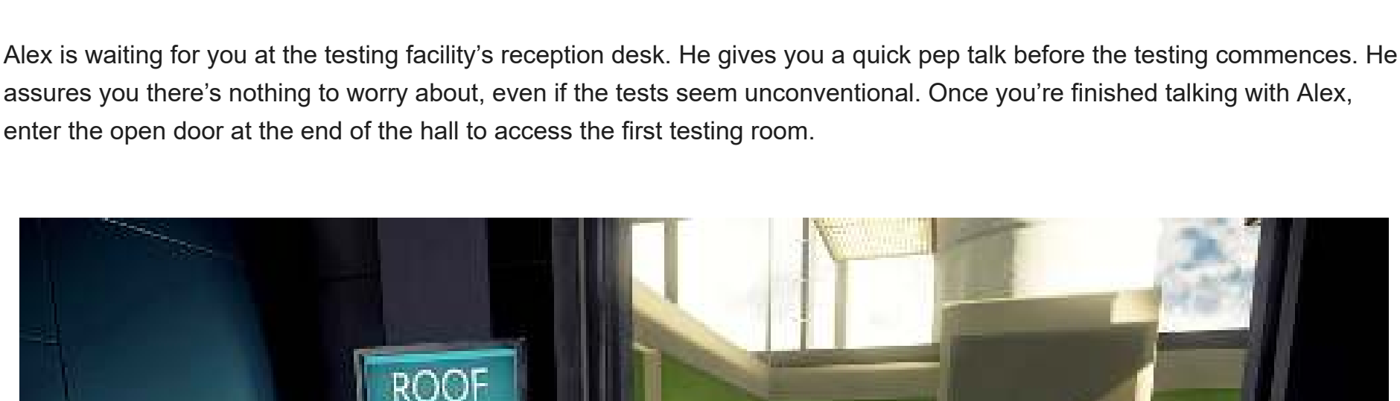
Exit the elevator and open the door leading to the apartment building's rooftop. As promised, a TranStar helicopter is waiting to ferry you to the test center. Step up to the helicopter and interact with the door to climb aboard. Once you're nestled in your seat, feel free to look around as the helicopter flies through the city.



TRANSTAR TESTING FACILITY

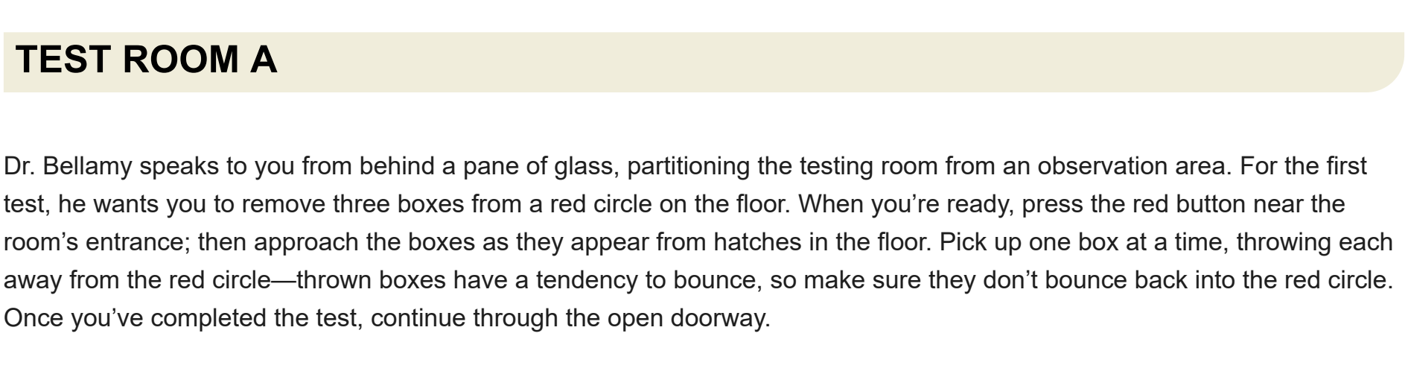
Morgan automatically departs the helicopter shortly after it lands atop the TranStar building. Step into the open doorway and turn right to enter another elevator. The elevator seems to recognize you. Confirm your appointment by interacting with the blue screen on the doorway's left side. The elevator then descends to the testing facility on the 71st floor.

Alex is waiting for you at the testing facility's reception desk. He gives you a quick pep talk before the testing commences. He assures you there's nothing to worry about, even if the tests seem unconventional. Once you're finished talking with Alex, enter the open door at the end of the hall to access the first testing room.



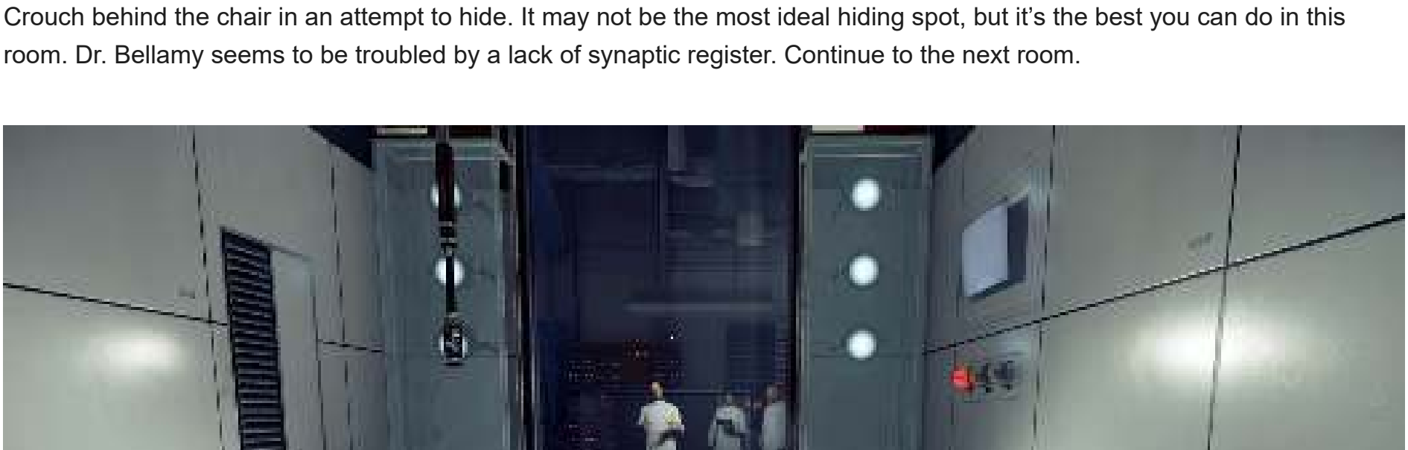
TEST ROOM A

Dr. Bellamy speaks to you from behind a pane of glass, partitioning the testing room from an observation area. For the first test, he wants you to remove three boxes from a red circle on the floor. When you're ready, press the red button near the room's entrance; then approach the boxes as they appear from hatches in the floor. Pick up one box at a time, throwing each away from the red circle—thrown boxes have a tendency to bounce, so make sure they don't bounce back into the red circle. Once you've completed the test, continue through the open doorway.



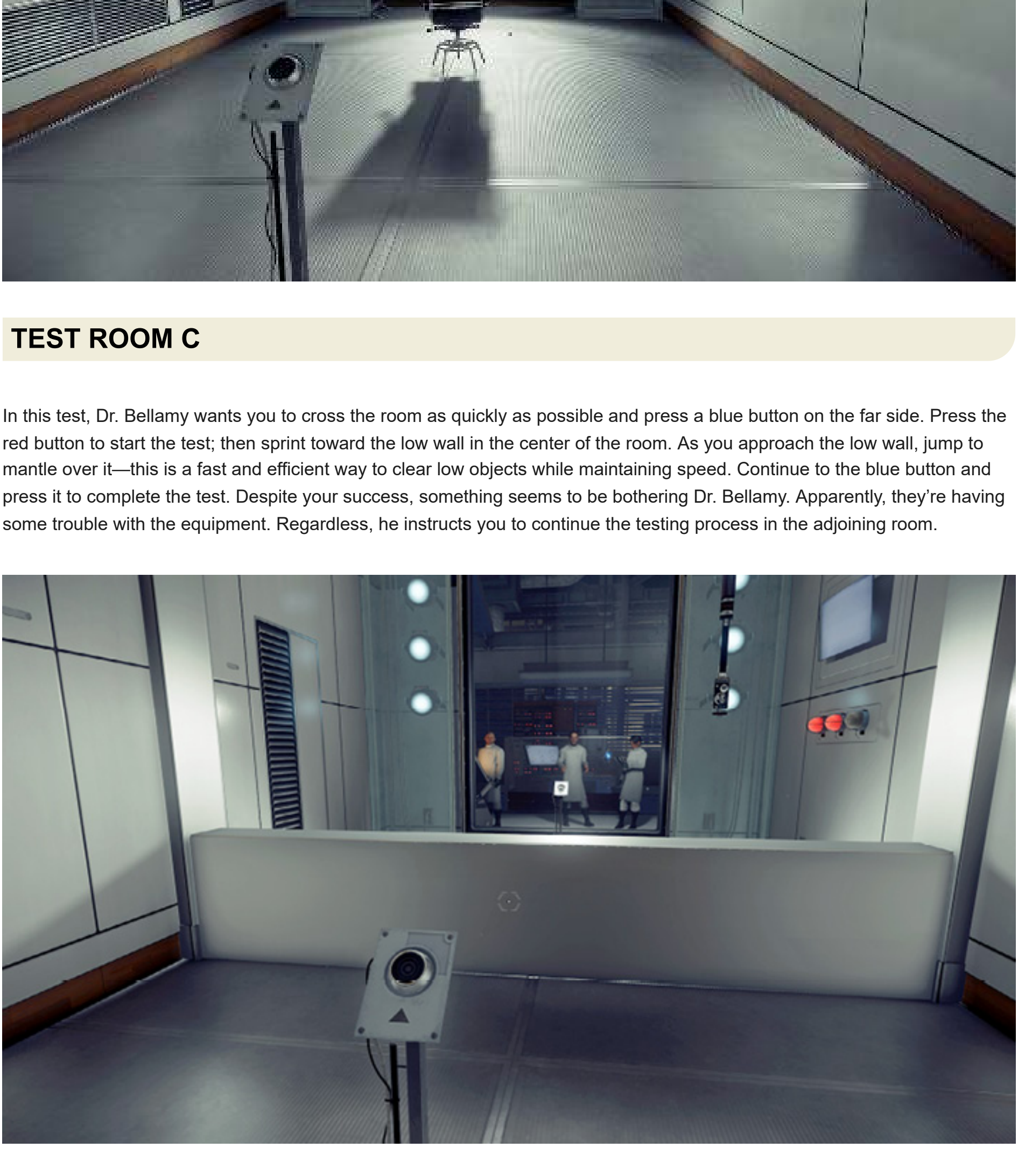
TEST ROOM B

For the next test, Dr. Bellamy wants you to hide in this room. Unfortunately, there aren't too many places to hide, with the exception of a small, black chair in the center of the room. Press the red button to initiate the test; then approach the chair. Crouch behind the chair in an attempt to hide. It may not be the most ideal hiding spot, but it's the best you can do in this room. Dr. Bellamy seems to be troubled by a lack of synaptic register. Continue to the next room.



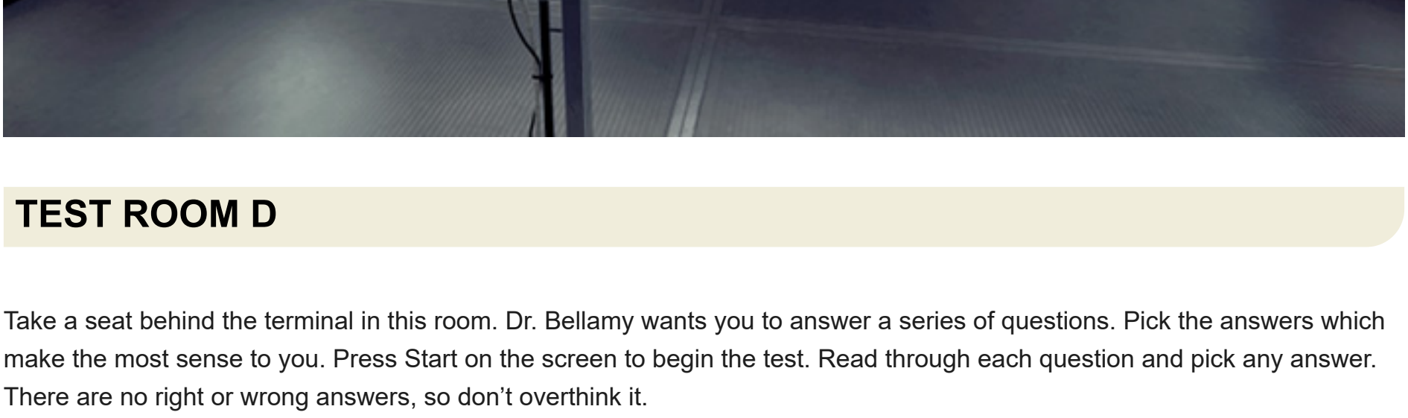
TEST ROOM C

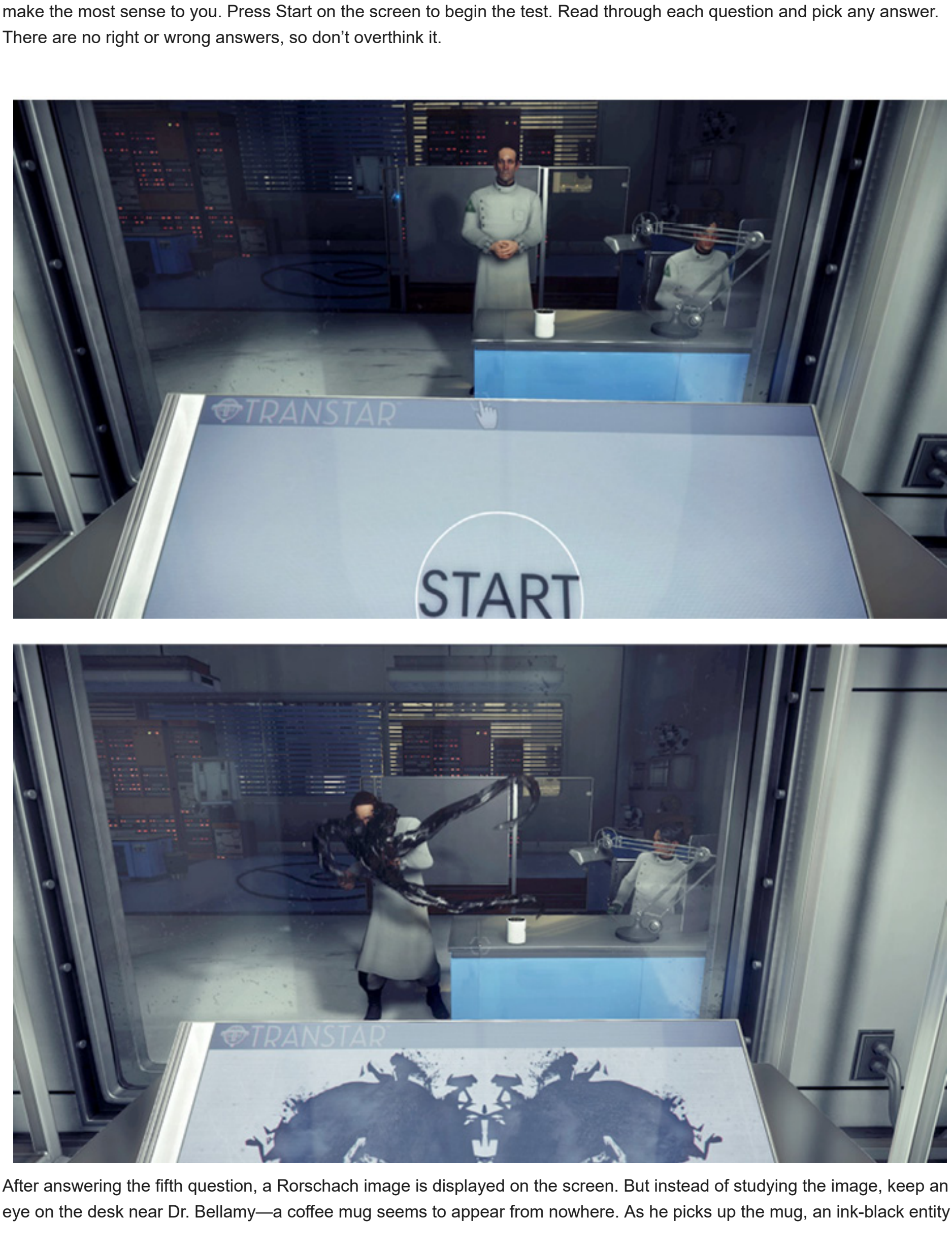
In this test, Dr. Bellamy wants you to cross the room as quickly as possible and press a blue button on the far side. Press the red button to start the test; then sprint toward the low wall in the center of the room. As you approach the low wall, jump to mantle over it—this is a fast and efficient way to clear low objects while maintaining speed. Continue to the blue button and press it to complete the test. Despite your success, something seems to be bothering Dr. Bellamy. Apparently, they're having some trouble with the equipment. Regardless, he instructs you to continue the testing process in the adjoining room.



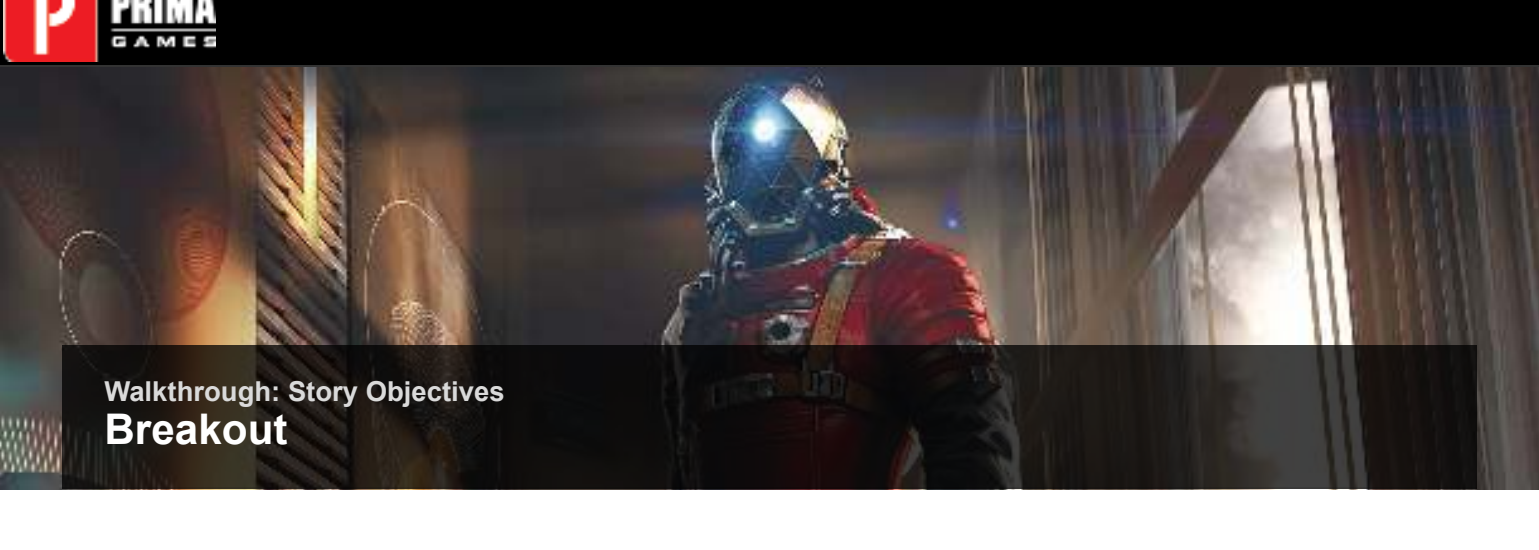
TEST ROOM D

Take a seat behind the terminal in this room. Dr. Bellamy wants you to answer a series of questions. Pick the answers which make the most sense to you. Press Start on the screen to begin the test. Read through each question and pick any answer. There are no right or wrong answers, so don't overthink it.





After answering the fifth question, a Rorschach image is displayed on the screen. But instead of studying the image, keep an eye on the desk near Dr. Bellamy—a coffee mug seems to appear from nowhere. As he picks up the mug, an ink-black entity

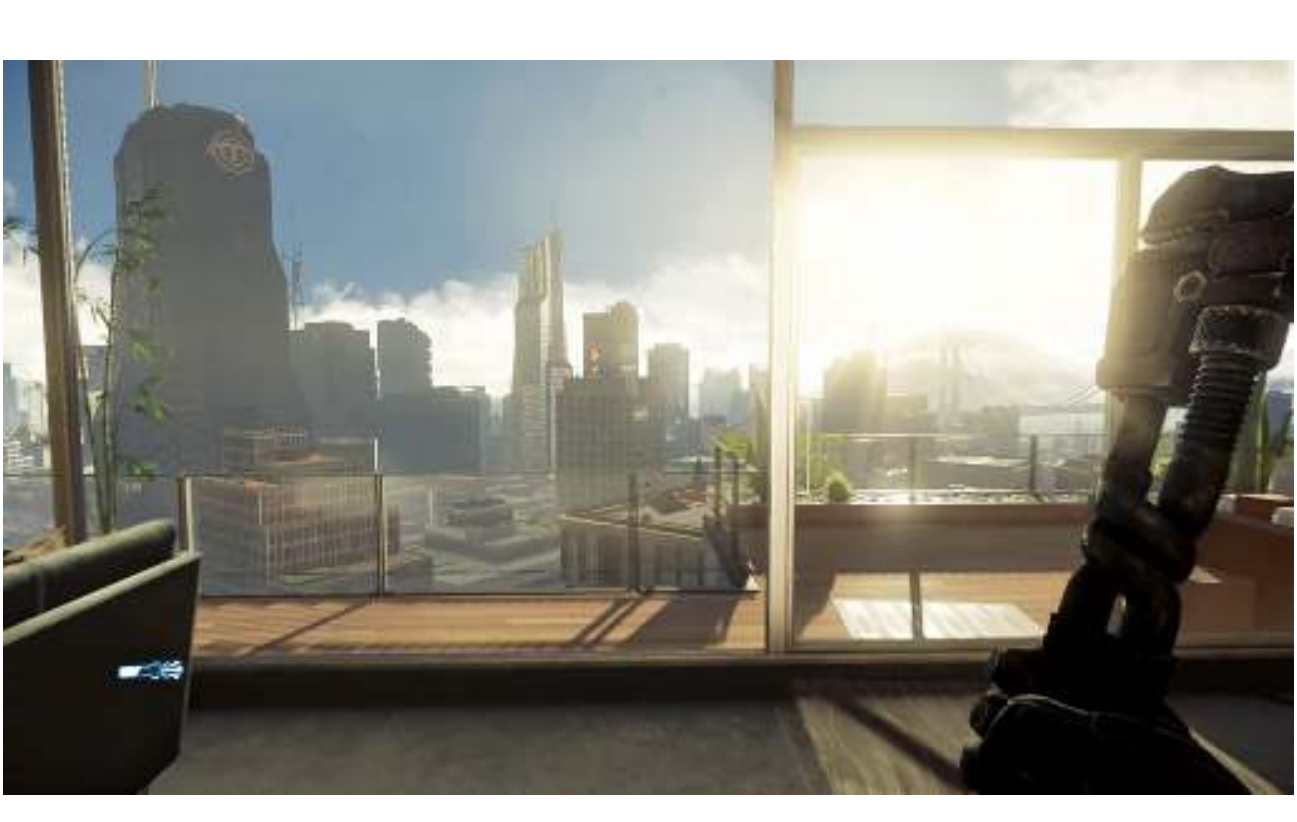


Breakout

BREAKOUT

A stranger named January contacted me to say that I'm in danger and that I need to escape my apartment. There's something about January's voice that's bothering me.

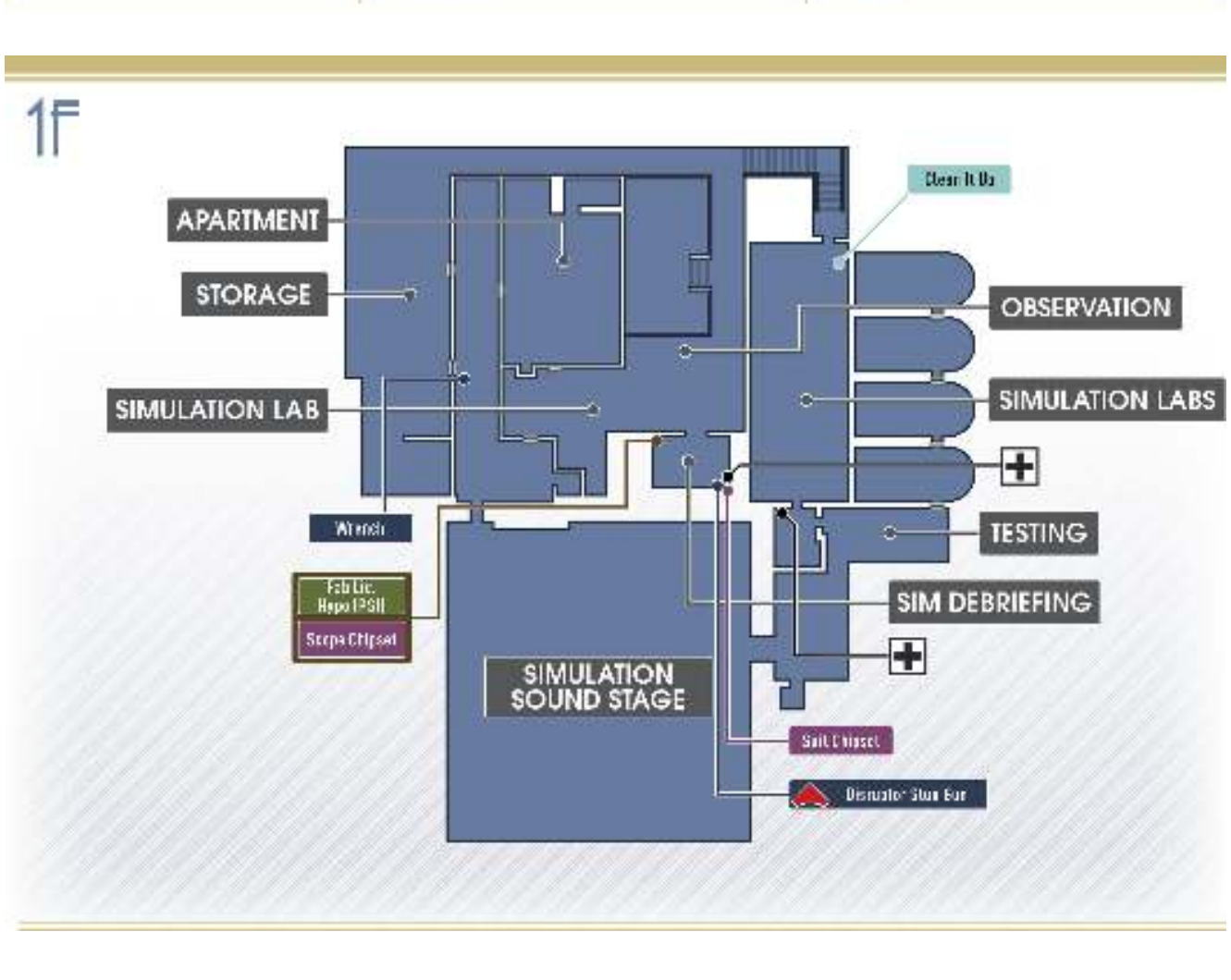
With wrench in hand, return to your apartment and approach the large window leading to the balcony. Unfortunately, the door is jammed. Shatter the window with the wrench. As glass comes crashing down, your eyes adjust to the blinding lights. Just beyond your balcony window is the interior of a lab. It appears your apartment is part of some elaborate simulation. January calls to confirm. You're in what she calls the Simulation Lab. She needs you to get to the exit in the main lobby.



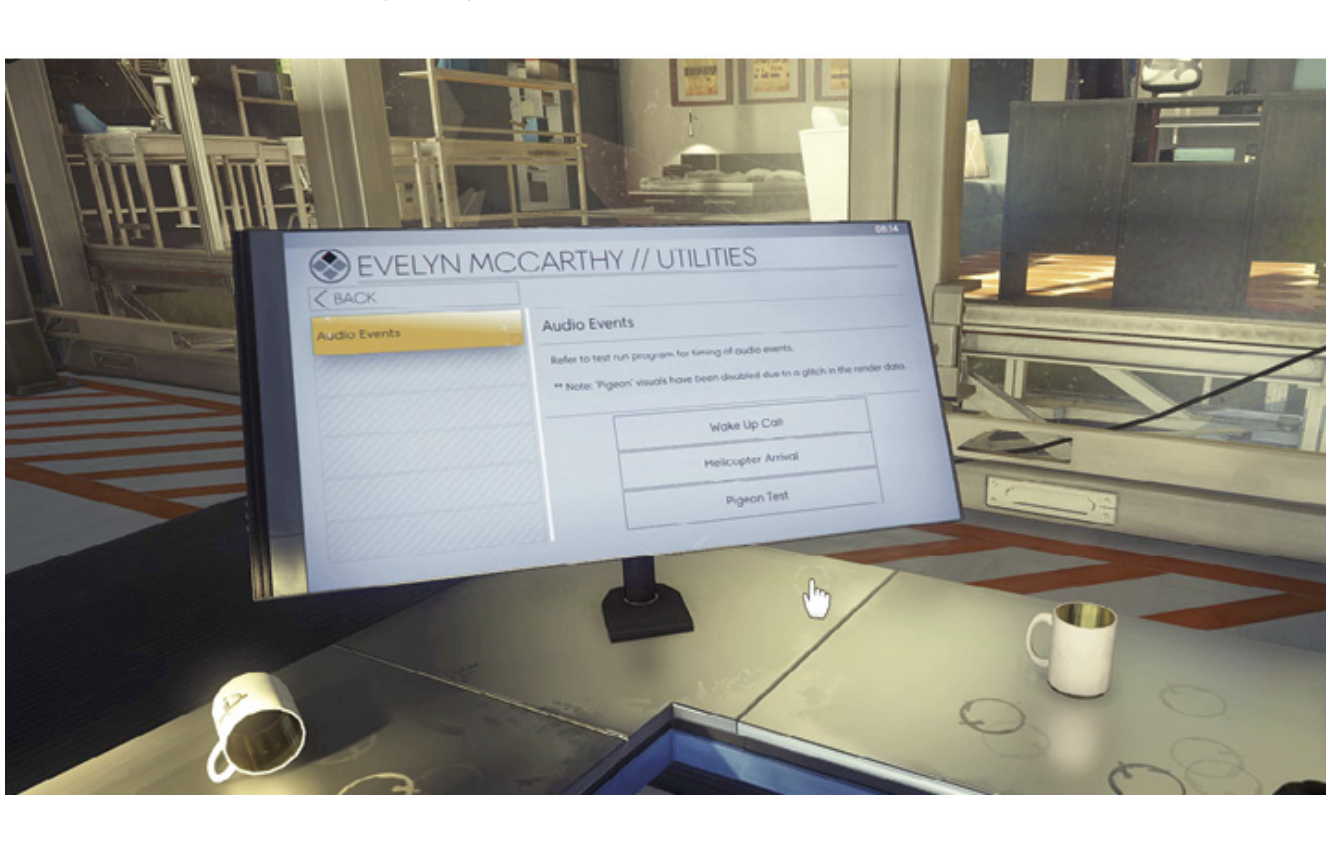
NEUROMOD DIVISION

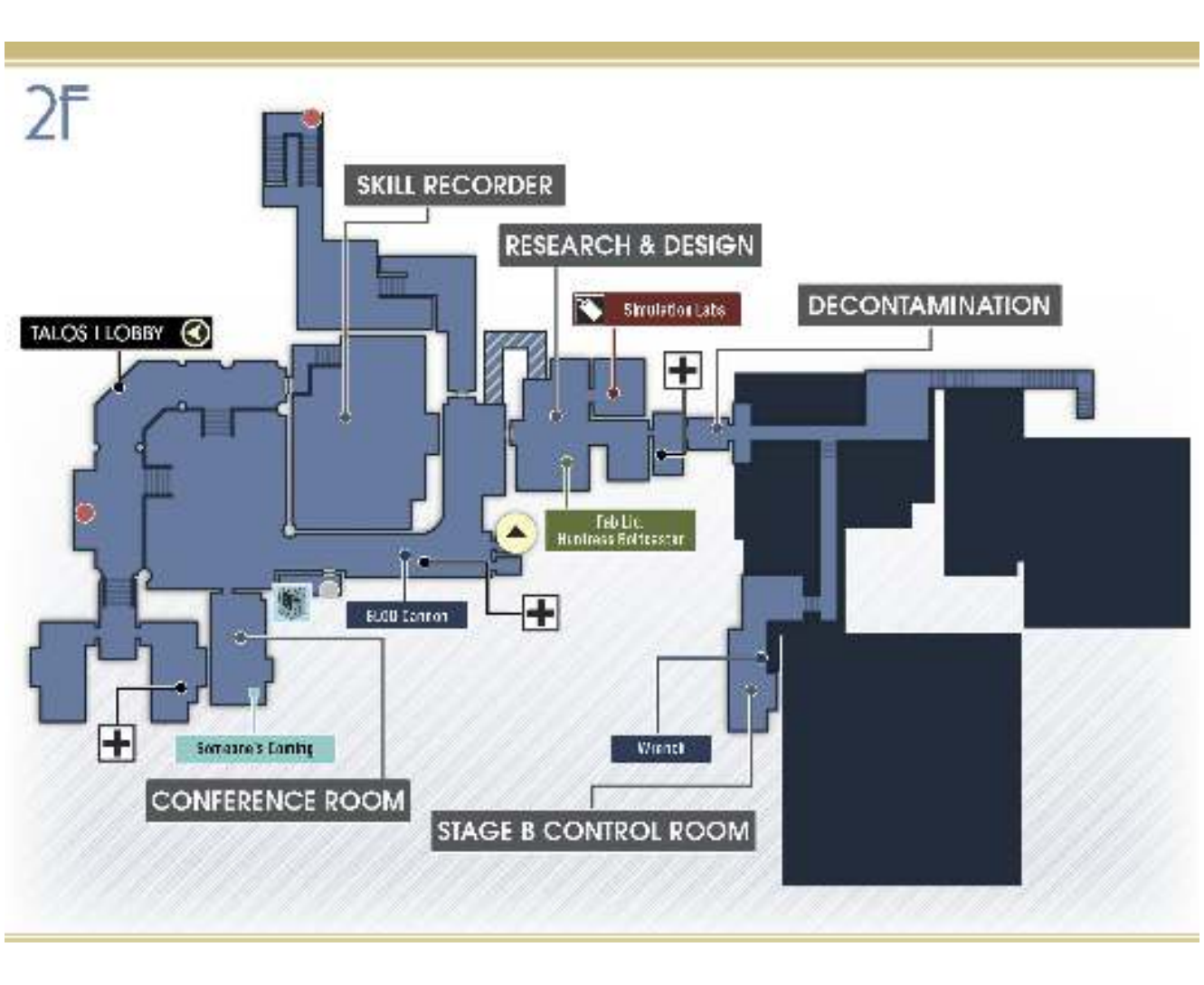
MAP LEGEND

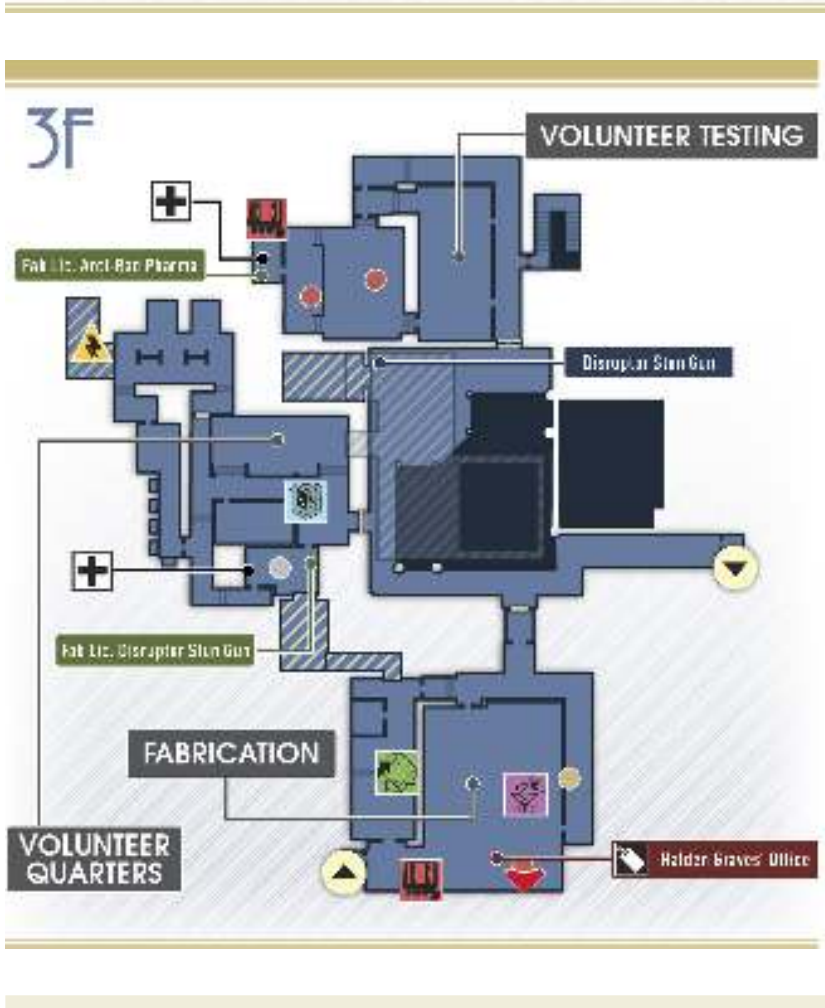
● Audio Recording	● Weapon Upgrade Kit	✚ Medkit
● Chipset	▨ Fabricator	◆ Object Above/Below
● Neuromod	▲ Grav Shaft	▨ Operator Dispenser
● Safe	▨ Keycard	▨ Recycler
● Turret	◀ Level Transition	▨ Security Station

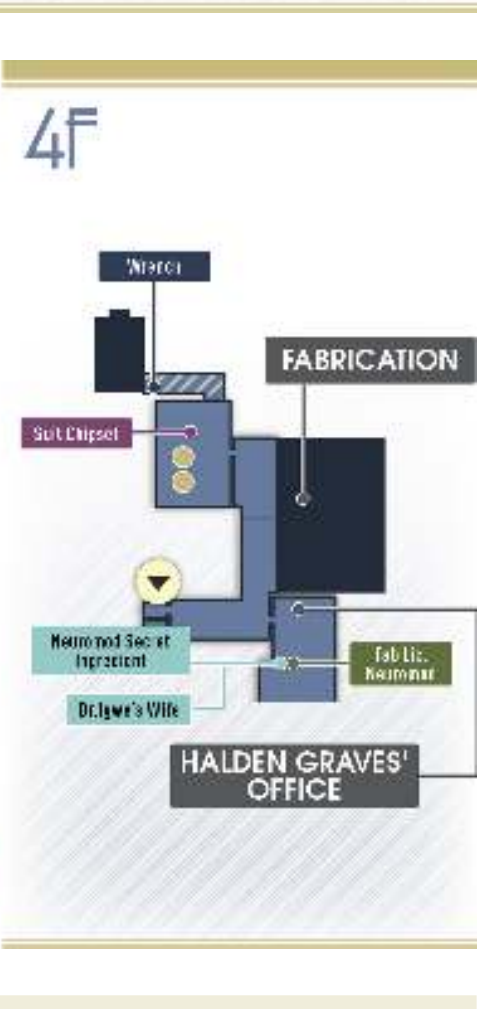


Access the workstation on the nearby desk belonging to Evelyn McCarthy. The Utilities tab reveals several audio cues used in the simulation. There are also a couple of revealing emails from Dr. Bellamy and Alex. Whatever is going on, Alex seems to hold all the answers. At this point, you're free to explore. The path to the lobby is marked on the screen by a white icon. This waypoint marker always points to the current objective. But for now, take some time to poke around the surrounding rooms. Reference the provided map to find your way around.





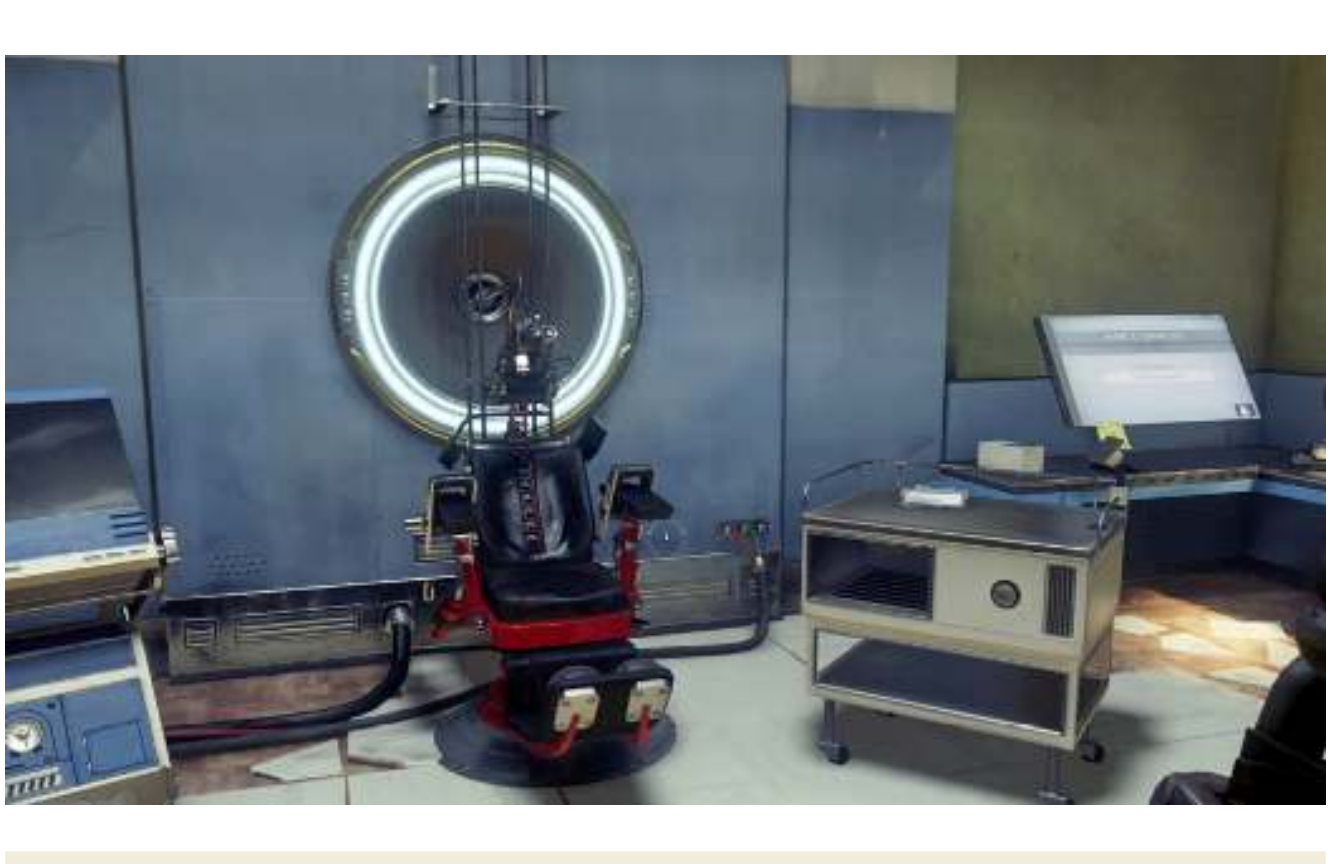




SIMULATION DEBRIEFING

Notable Items:	Password: Marco Simmons

Step into this nearby room and grab the note stuck to Marco Simmons' workstation—the note reveals his password. Keep an eye out for notes just like this, as they often contain useful information including passwords and keycodes. Login to the workstation and read a few emails, including one regarding the importance of password security. An email from Alex expresses disappointment in the latest test. The room also contains a safe. Enter the code 5150 to open the safe and retrieve some supplies.

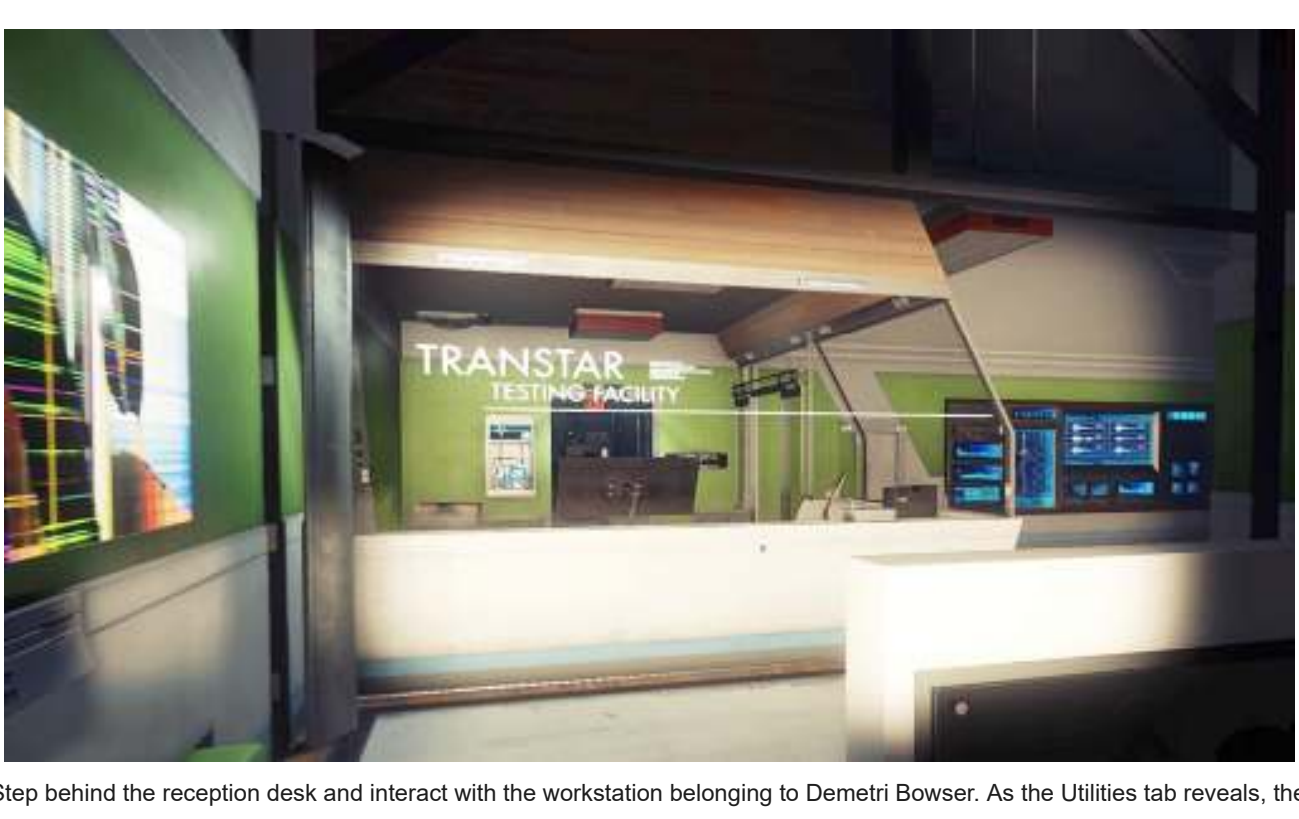


STORAGE

This storage area is located just outside the apartment hallway, where you retrieved the wrench. A Mimic is wandering about, so keep your wrench at the ready. The Mimic can take the shape of various objects. If you see two identical objects next to each other, there's a pretty good chance one of them is the Mimic. Wait for the Mimic to show itself then whack it with the wrench. It takes approximately three hits to kill the Mimic. Afterward, locate what's left of the Mimic and search the remains to retrieve a Typhon organ (you don't have the necessary skills to harvest the Typhon tumor). Similar to the junk objects you collected earlier, Typhon organs and tumors can be recycled into exotic material, used to create a variety of useful objects. So make a habit of collecting Typhon organs after each kill.

SIMULATION STAGE B

None of it was real, including that helicopter ride. It was all staged here. Once you get over the disillusionment, continue past the helicopter and enter the open doorway beneath the TranStar sign. Inside a few wall pieces appear to be malfunctioning. Ignore them for now. Instead, step inside the elevator. As you did previously during the simulation, confirm your appointment on the elevator's screen. This causes the walls outside to reset, revealing the testing facility's reception desk.



Step behind the reception desk and interact with the workstation belonging to Demetri Bowser. As the Utilities tab reveals, the workstation allowed Demetri to change scenes and reset the test rooms. It was all an elaborate ruse. But why? A Medkit is located in a cabinet behind the reception desk. Medkits are vital for recovering health—take it.

TESTING FACILITY
DEMETRI BOWSER // UTILITIES
Scene Selection
Test Management
Scene Selection

MAKEUP EXAM

While accessing Demetri Bowser's workstation, reset the test rooms and complete one of the tests in room A, B, or C to unlock the Makeup Exam achievement/trophy.

TESTING ROOMS (OBSERVATION)

Notable Items:	Audio Recording: Clean It Up

Enter the doorway behind the reception desk to access the observation area where Dr. Bellamy and his staff watched you complete the tests. A Mimic is trapped behind the glass of Test Room B, but it poses no threat. As you advance through this area, January chimes in to warn you about Mimics—be careful what you pick up. Jiao-Long Heng's workstation reveals an interesting email about your behavior. Apparently, these tests have been going on for some time. But why can't you remember them? As you near the exit, grab the TranScribe on the desk. The TranScribe contains an audio recording (Clean It Up) featuring a conversation between Alex and Marco Simmons immediately following the incident with Dr. Bellamy. Audio recordings are stored on your TranScribe, accessible through the Data/Audio Logs tab. Exit the room and ascend the adjoining staircase.

TranScribe : Marco Simmons
Take

PSYCHOMETRY

Make an effort to gather audio recordings from TranScribes and workstations. You'll need to find them all to earn the Psychometry achievement/trophy.

STAGE B CONTROL ROOM

The path to the lobby is straight ahead, through the decontamination chamber. But take a quick detour along the catwalk to the left. A couple of Mimics are hiding near the control room. Crouch and move slowly in an attempt to take them by surprise. As long as you stay low and move slowly, you can get within striking distance of a Mimic before it detects you. Step forward with the wrench in hand and land a powerful blow. If the Mimic doesn't detect you, you get a sneak attack bonus dealing 150% damage, potentially killing it with a single hit. Hunt down the second Mimic but, remember, it can take the form of practically anything. Once you've taken out the Mimics, search Grete Mikkelsen's body for supplies. Then return to the decontamination chamber.

DECONTAMINATION

As you step into the decontamination chamber, a crew member (Jovan Gravilovic) outside comes under attack by a Mimic. Unfortunately, there's nothing you can do to help—the chamber's doors are sealed during the decontamination procedure. After killing the crew member, the Mimic replicates, creating three more of itself. January reports that nobody has been able to stop the Mimics from multiplying, making containment even more challenging. Once the decontamination procedure is complete, step into the adjoining locker room—don't worry, the Mimics have fled. Search Jovan's body to retrieve supplies. Supplies are also in the lockers, as well as a Medkit hanging on the wall near the exit.

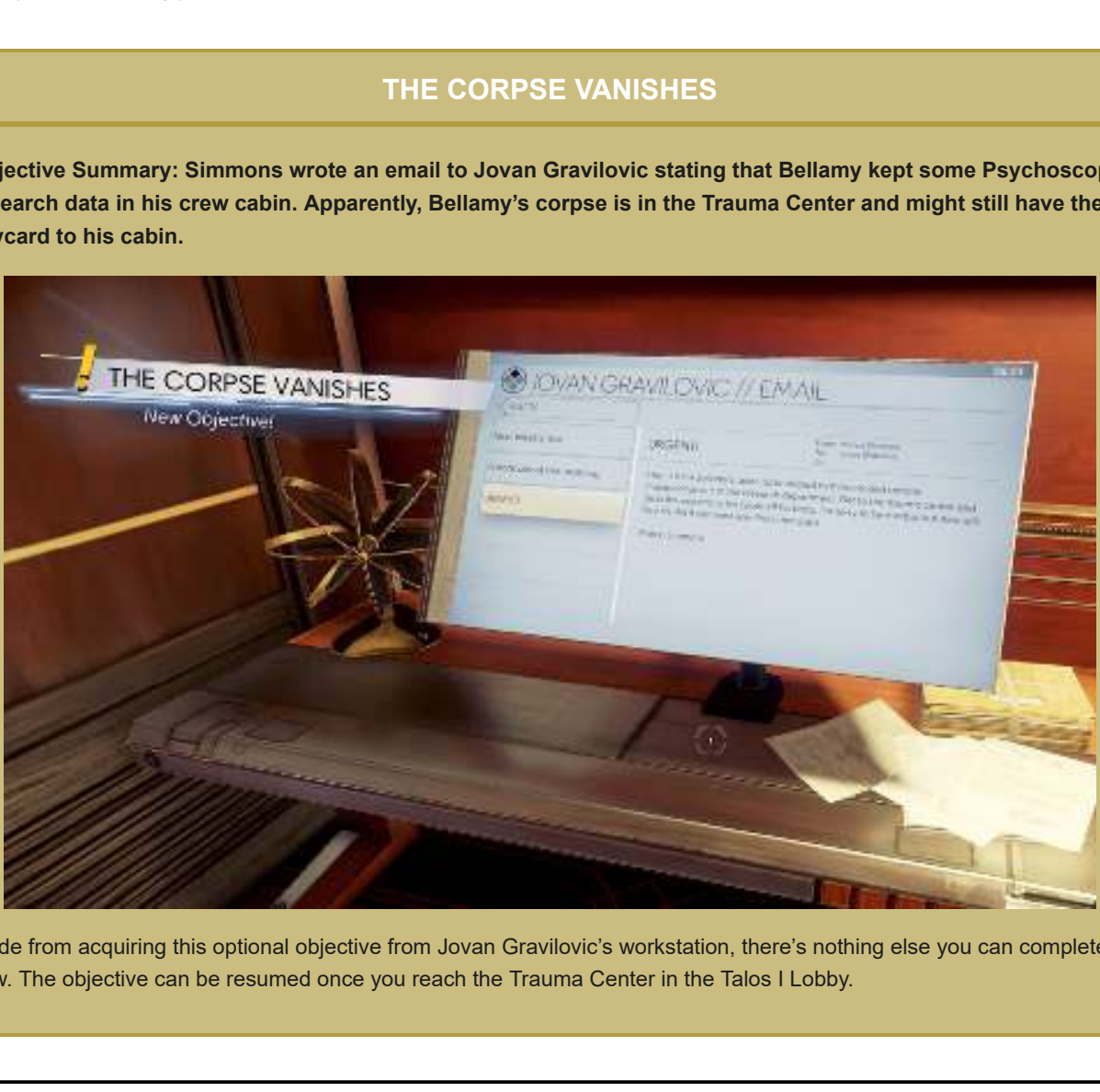
RESEARCH AND DESIGN

Notable Items:	Optional Objective: The Corpse Vanishes
	Keycard: Simulation Lab

As you enter Research and Design, listen for the distinct chirping-like sound of nearby Mimics. Keep your wrench equipped and be ready to deliver some swift blows. Enter the first cubicle on the left to access Jovan Gravilovic's workstation. Reading the email titled "URGENT!" triggers the start of a new optional objective, The Corpse Vanishes. This requires you to locate and search Dr. Bellamy's body. Optional objectives like this aren't mandatory, but they may result in new findings, furthering the story and rewarding you with items.

THE CORPSE VANISHES

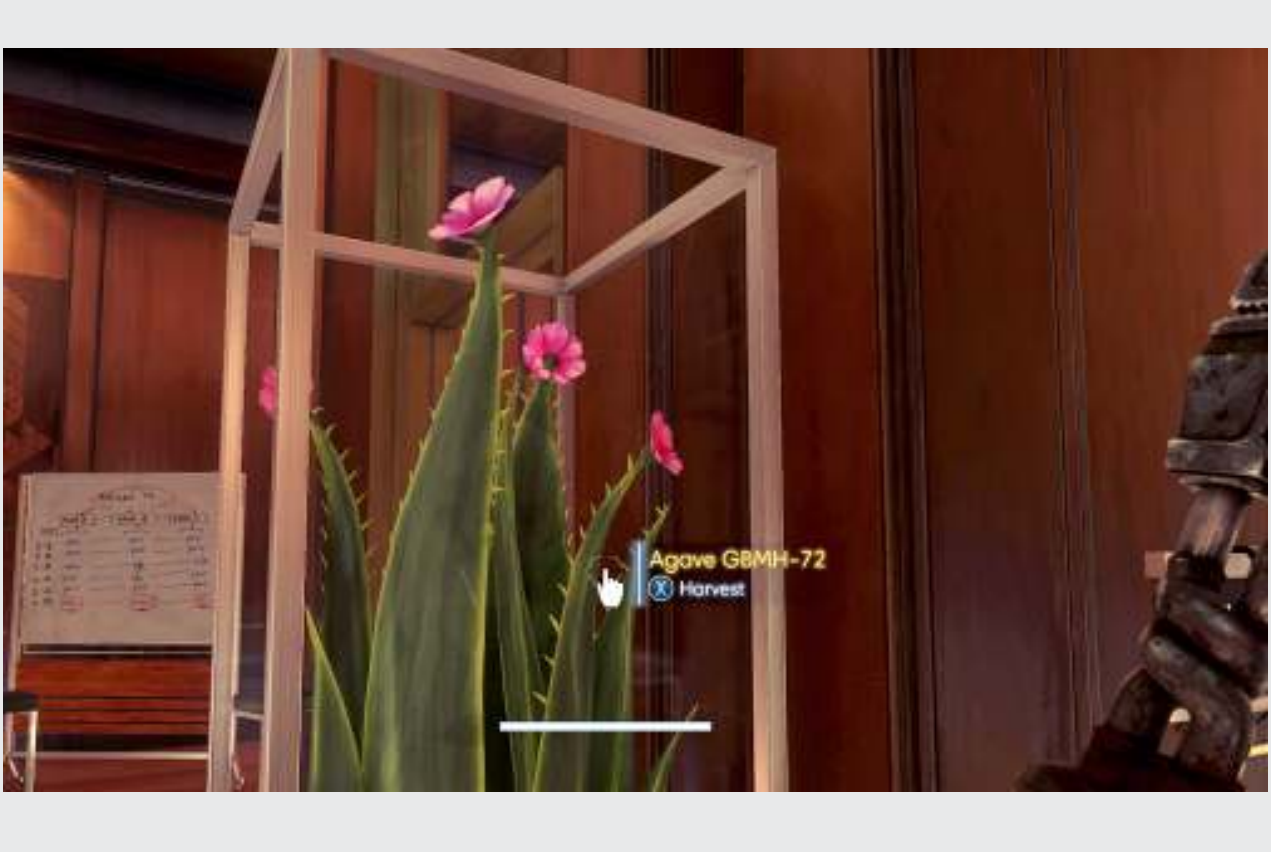
Objective Summary: Simmons wrote an email to Jovan Gravilovic stating that Bellamy kept some Psychoscope research data in his crew cabin. Apparently, Bellamy's corpse is in the Trauma Center and might still have the keycard to his cabin.



Aside from acquiring this optional objective from Jovan Gravilovic's workstation, there's nothing else you can complete now. The objective can be resumed once you reach the Trauma Center in the Talos I Lobby.

FLOWER HARVESTING

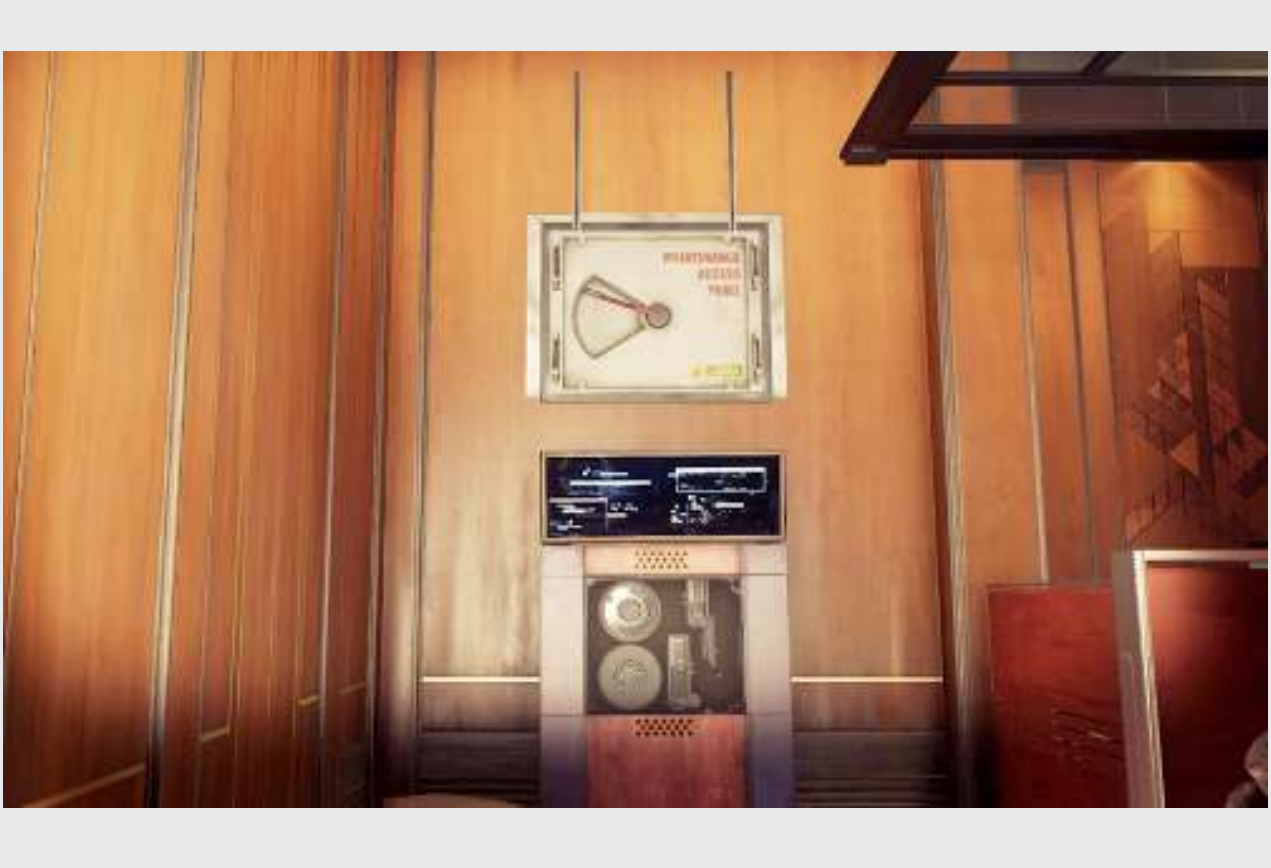
Starting in Research and Design, you begin to encounter a variety of decorative plants. Flowers from these plants can be harvested and later recycled into organic material, a key ingredient during fabrication. So take the time to gather as many flowers as you can.



Enter Dr. Bellamy's office to retrieve the Simulation Lab keycard. This gives you access to the Neuromod Division's lobby. While you're in Bellamy's office, access his workstation to read a few more emails detailing the tests you've been undergoing. Use the keycard in Dr. Bellamy's office to open the locked door leading out to the adjoining hallway.

ALTERNATIVE EXIT

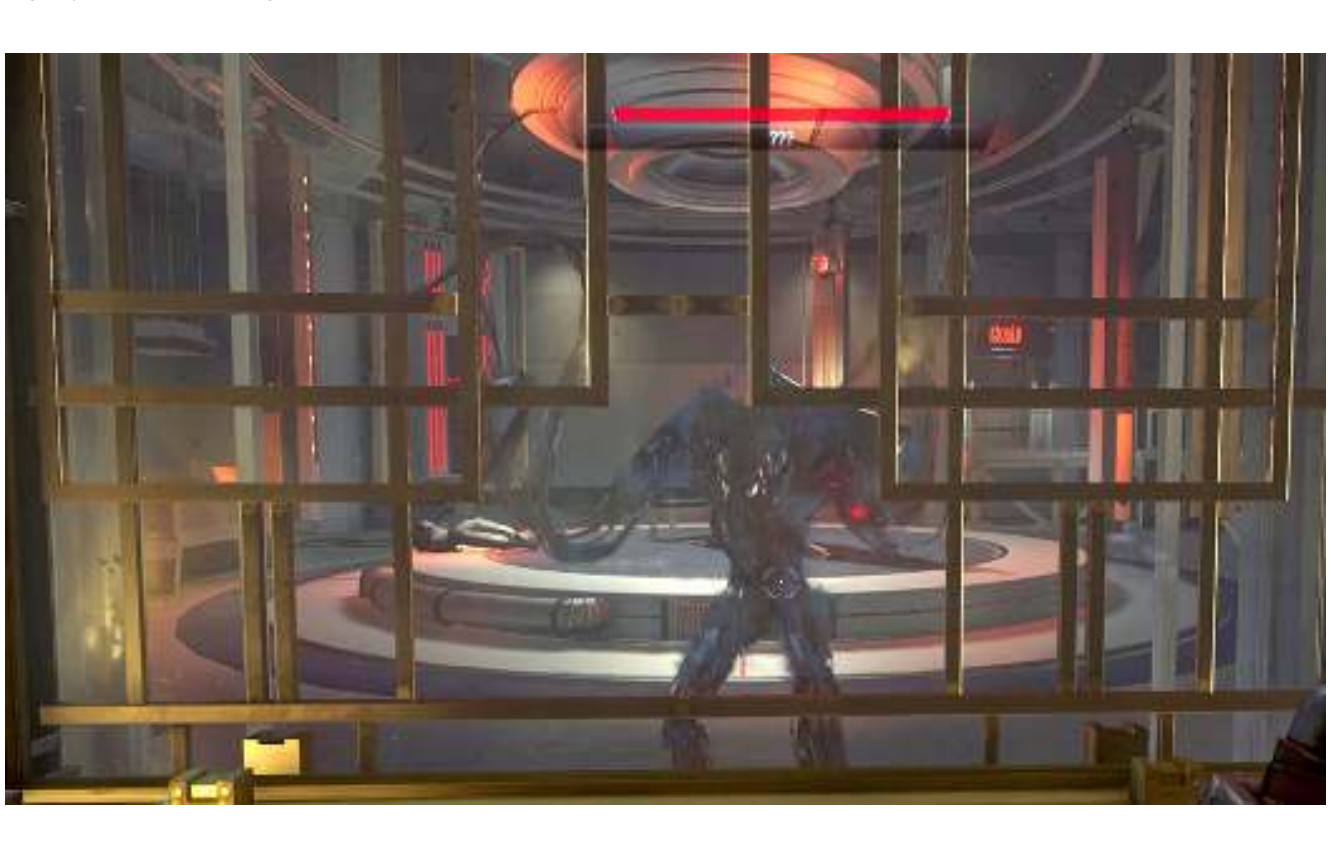
While facing Research and Design's exit, turn right to locate a maintenance access panel just above a large tape drive. Climb onto the tape drive and open the panel to access a duct leading out to the foyer's hallway. Sometimes keycards and keycodes aren't readily available. So it's a good idea to look around and look for alternative paths.



FOYER

Notable Items:	Neuromod
	GLOO Cannon

As you exit Research and Design, a tall Typhon entity can be seen through the window ahead—this clearly isn't a Mimic. Don't worry, it can't reach you. It's contained to the Skill Recorder Analysis area. Still, it's a sobering preview of what kind of threats you'll encounter in the near future. You're going to need more than a wrench to survive such encounters. January urges you to keep moving.



Advance through the hall until you encounter the body of Veer Singh, near the security station. A Mimic, encased in a plaster-like substance, strikes a menacing pose. Give it a good whack with your wrench to kill it. After dealing with the frozen Mimic, retrieve the GLOO Cannon and a couple of GLOO canisters from the ground next to Singh's body. Then search Singh's body for more supplies. The GLOO Cannon is a unique weapon, firing a foam-like substance that hardens rapidly—this is the substance responsible for immobilizing that Mimic. GLOO is ideal for temporarily disabling enemies. The GLOO can also be used to construct makeshift steps and ramps, allowing you to climb to areas that are otherwise inaccessible.

Mimic
SECURITY

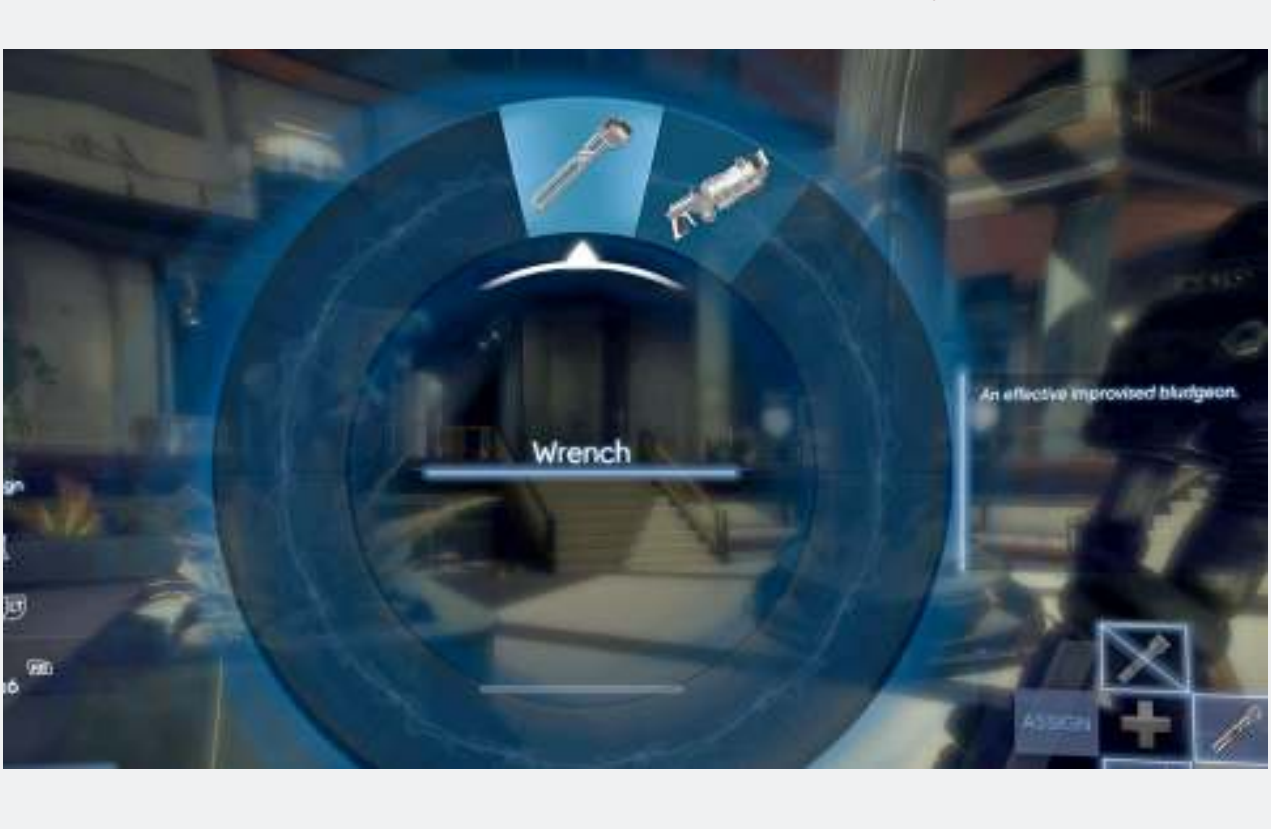
Keep the GLOO Cannon equipped while advancing past the locked security station. The foyer is just ahead. Several Mimics scurry about in the foyer, so drop to a crouch and sneak forward to avoid being detected. Remember, the Mimics can take the form of virtually any object, so listen for movement and don't be afraid to whack objects with your wrench.

Target visible Mimics with the GLOO Cannon. The GlOO rapidly hardens as it makes contact, causing the Mimic to become immobilized for several seconds. While the Mimic is encased in GLOO, smack it with the wrench to kill it—hold down the Attack button/key to deliver a powerful, lethal blow with the wrench. While you're battling Mimics in the foyer, January reports she's placed a Neuromod on the nearby display case, triggering an optional objective.

Mimic
NEUROMOD
42

FAVORITES WHEEL: HEALING

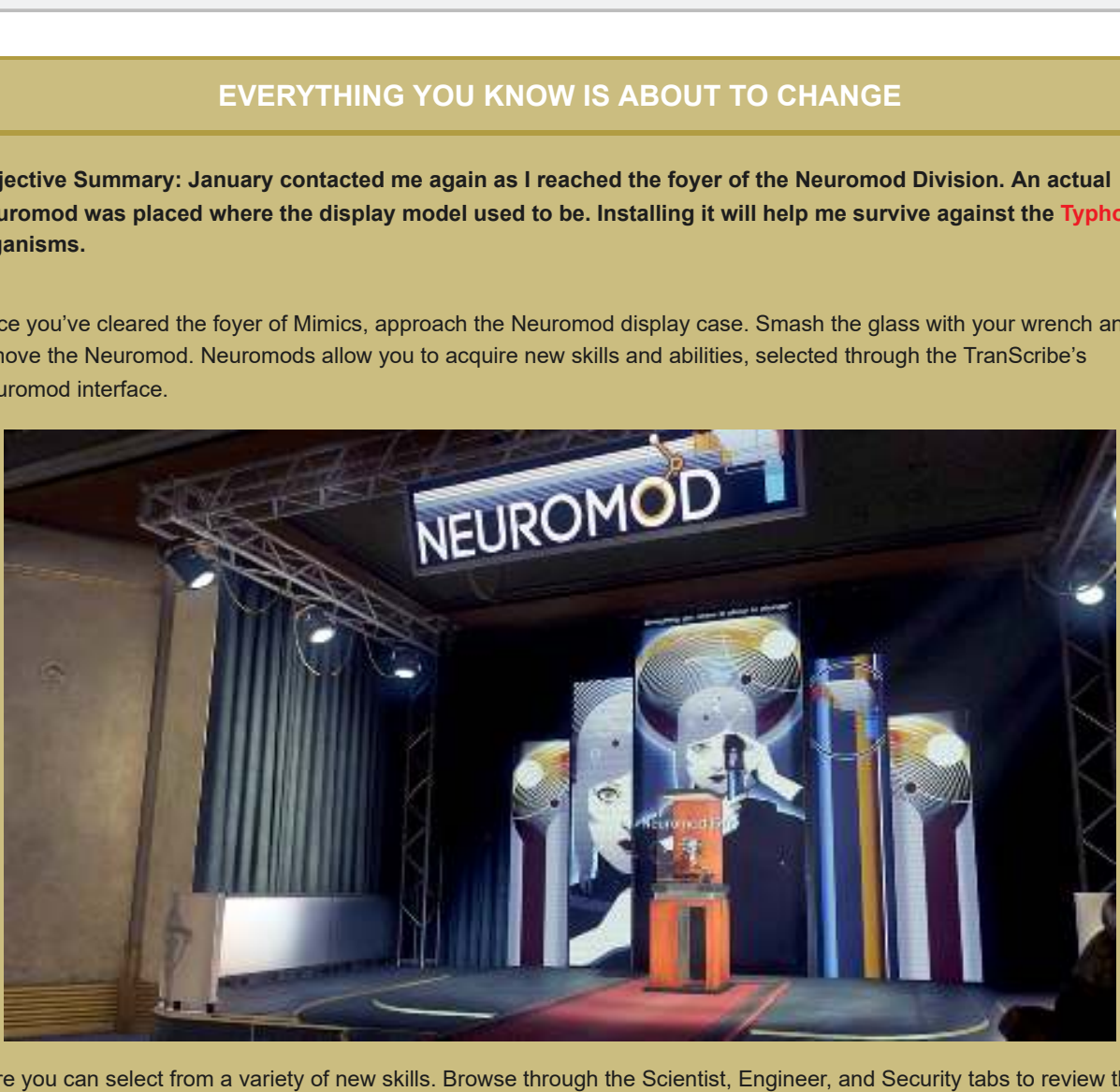
If you sustained injury during your fights with Mimics, take a moment to heal yourself. If your health is less than 50, consider using a Medkit. These items restore 50 units of health per use. But if your injuries are less severe, heal by eating/drinking some of those items you gathered from the apartment's kitchen. Medkits can be used through the Favorites Wheel—open this interface and simply press the button/key for the Medkit. Consumable items, like food and drinks, can also be accessed from the Favorites Wheel or from the TranScribe's inventory.



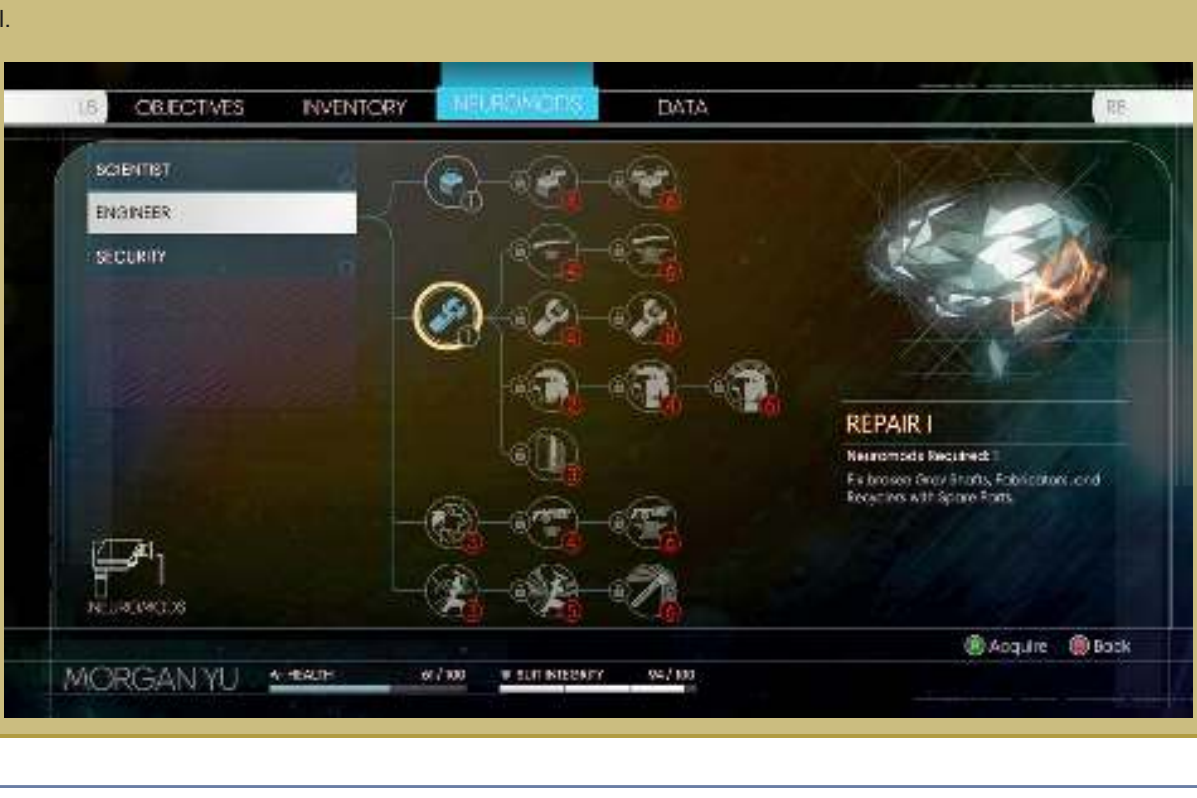
EVERYTHING YOU KNOW IS ABOUT TO CHANGE

Objective Summary: January contacted me again as I reached the foyer of the Neuromod Division. An actual Neuromod was placed where the display model used to be. Installing it will help me survive against the Typhon organisms.

Once you've cleared the foyer of Mimics, approach the Neuromod display case. Smash the glass with your wrench and remove the Neuromod. Neuromods allow you to acquire new skills and abilities, selected through the TranScribe's Neuromod interface.



Here you can select from a variety of new skills. Browse through the Scientist, Engineer, and Security tabs to review the available skills. Not all skills are immediately available. Some require more than one Neuromod to unlock, and others require existing skills as prerequisites. While the choice is yours, consider selecting the Repair I skill, within the Engineer tab. The Repair skills are extremely valuable, allowing you to use spare parts to repair a variety of damaged items. Leverage I is another useful skill, allowing you to lift (and throw) large items. If those don't appeal to you, pursuing the hacking skills allows you to hack into workstations, safes, and locked doors, eschewing the need to hunt down passwords and codes. Once you've made your selection, the Neuromod is automatically installed, granting your new skill.



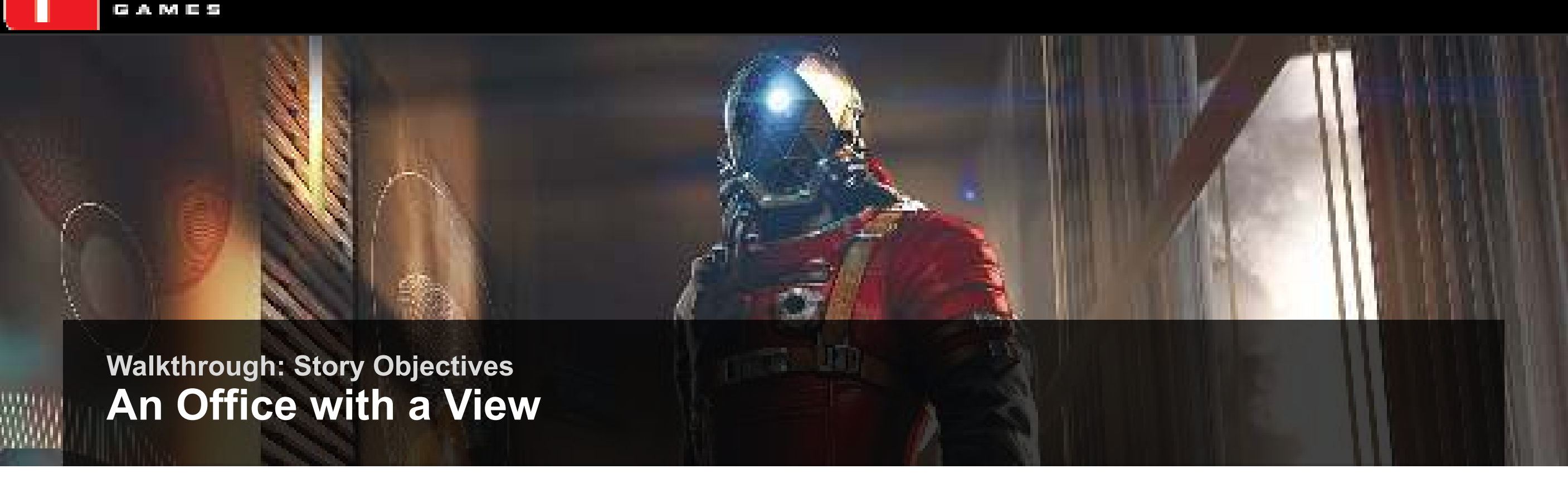
KNOW THY SELF/NO NEEDLES

You earn the Know Thy Self achievement/trophy for selecting a human-based ability when installing a Neuromod. However, if you swear-off Neuromods entirely and complete the game without installing any abilities, you'll earn the No Needles achievement/trophy.

CONFERENCE ROOM

Notable Items:	Audio Recording: Someone's Coming

Before heading to the station's main lobby, take a moment to explore the conference room. Here you find a TranScribe on Robert Gage's body containing an audio recording (Someone's Coming), which plays a conversation between Robert and Alice Aiken. There are also some Agave Plant Clippings near the room's doorway. When you've finished exploring the conference room, return to the foyer and interact with the large door leading to the lobby.



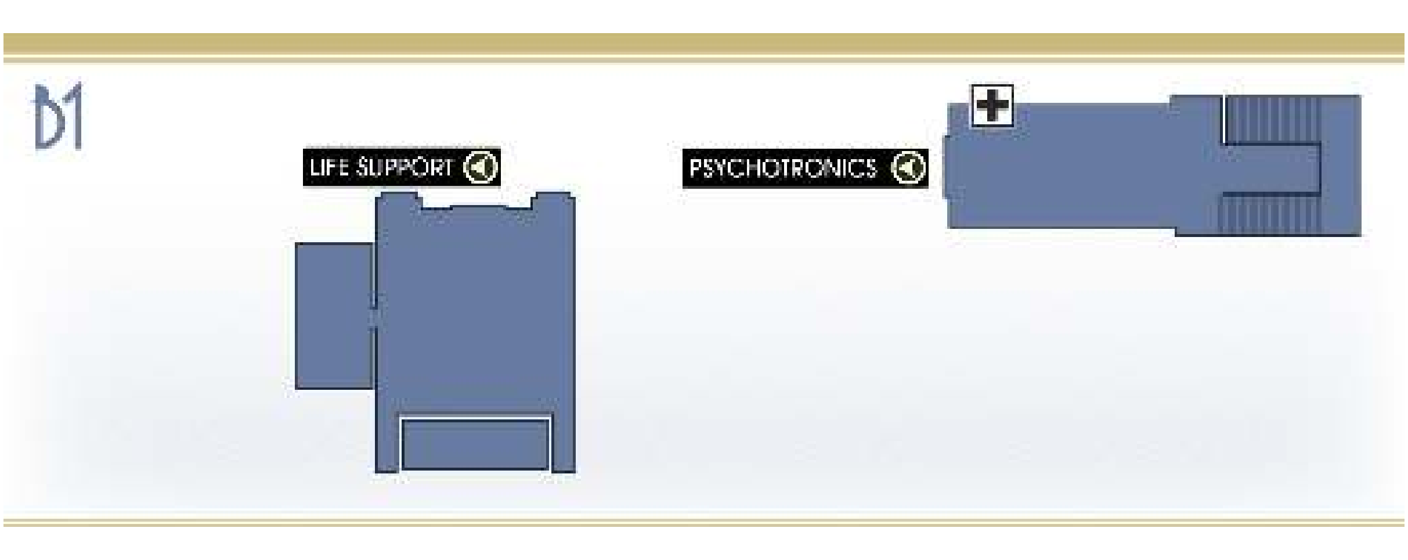
Walkthrough: Story Objectives

An Office with a View

TALOS I LOBBY

MAP LEGEND

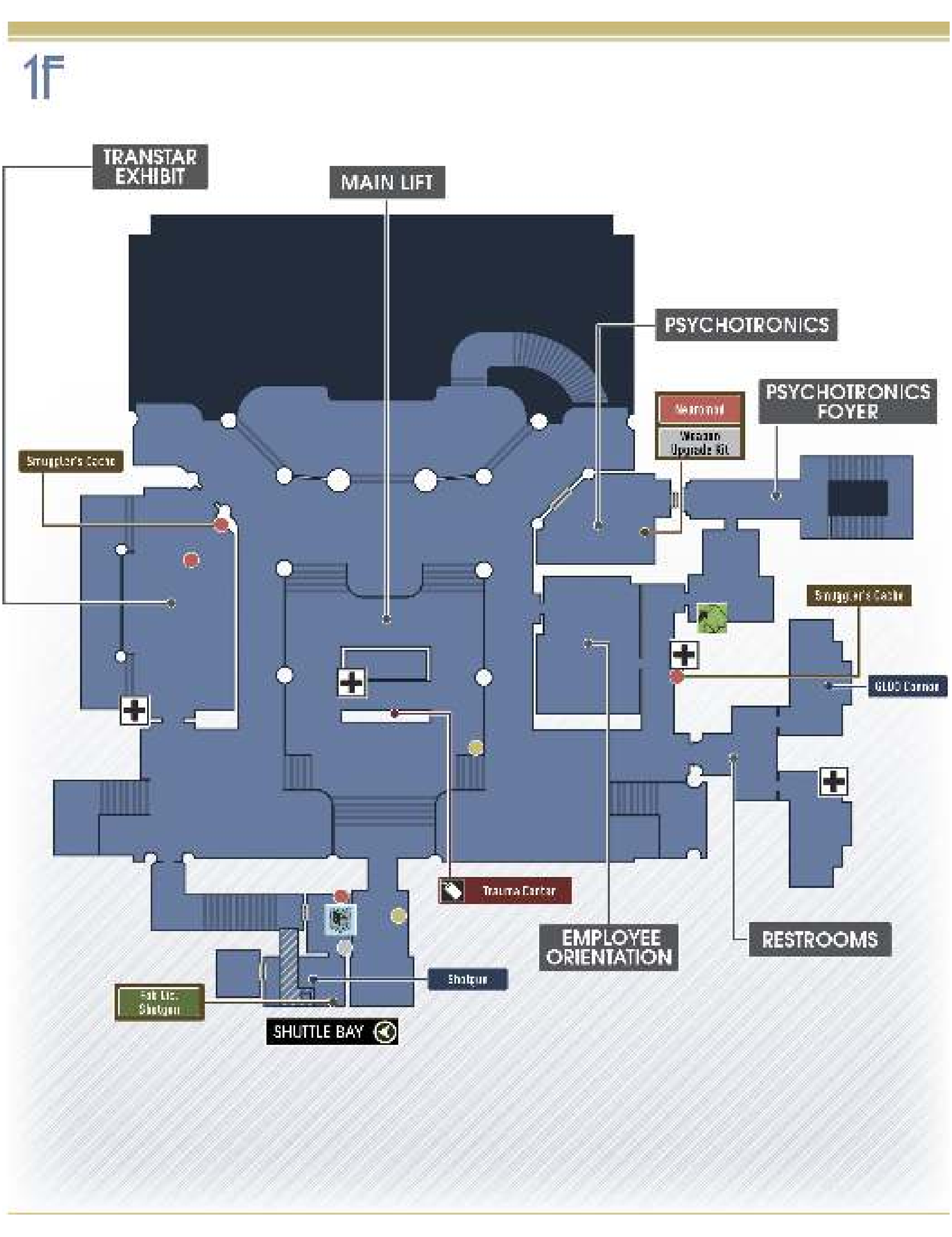
- ● Audio Recording
- ● Chipset
- ● Neuromod
- ● Safe
- ● Turret
- ● Weapon Upgrade Kit
- Fabricator
- Grav Shaft
- Keycard
- Level Transition
- ✚ Medkit
- Object Above/Below
- Operator Dispenser
- Recycler
- Security Station

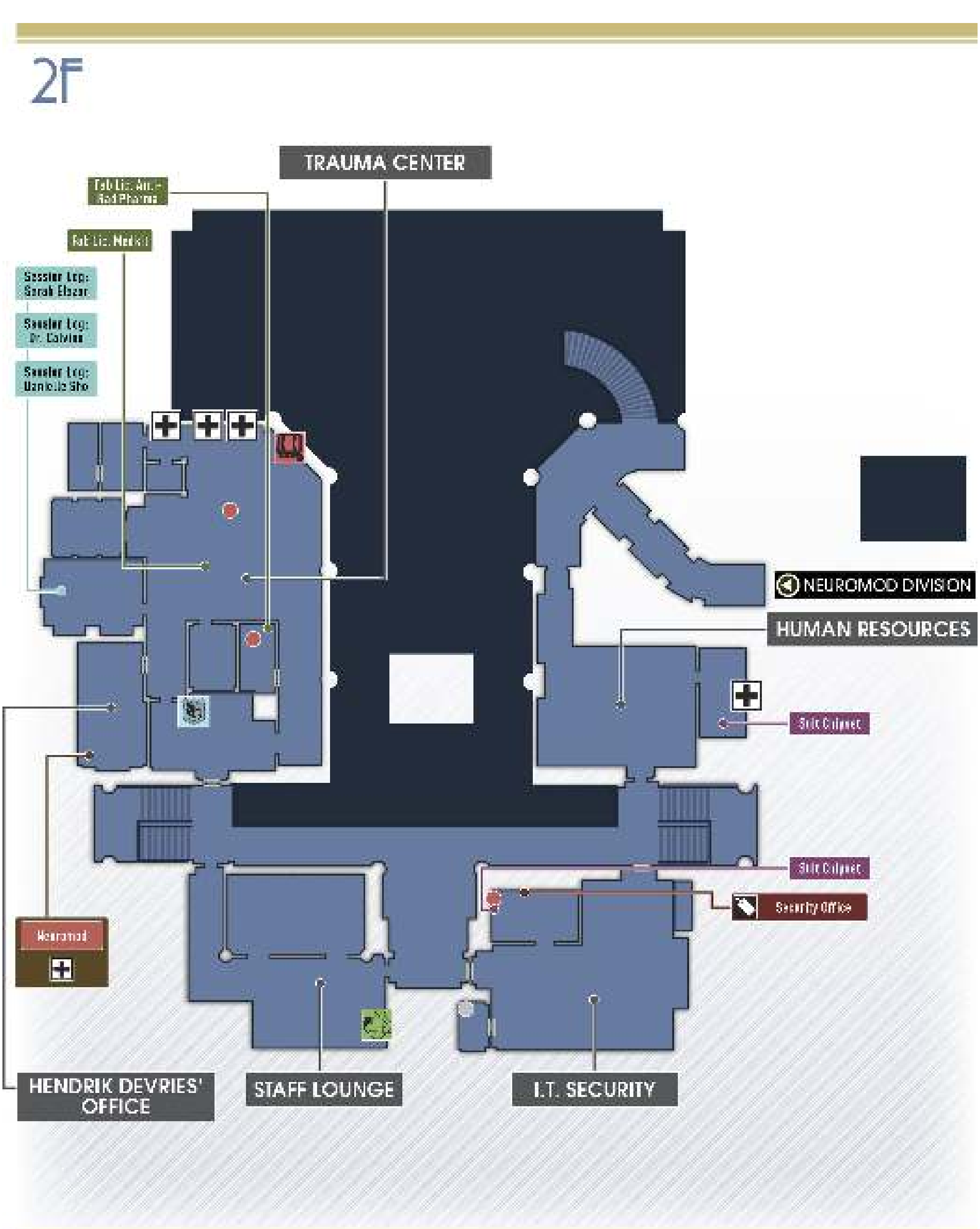

B1
LIFE SUPPORT
PSYCHOTRONICS

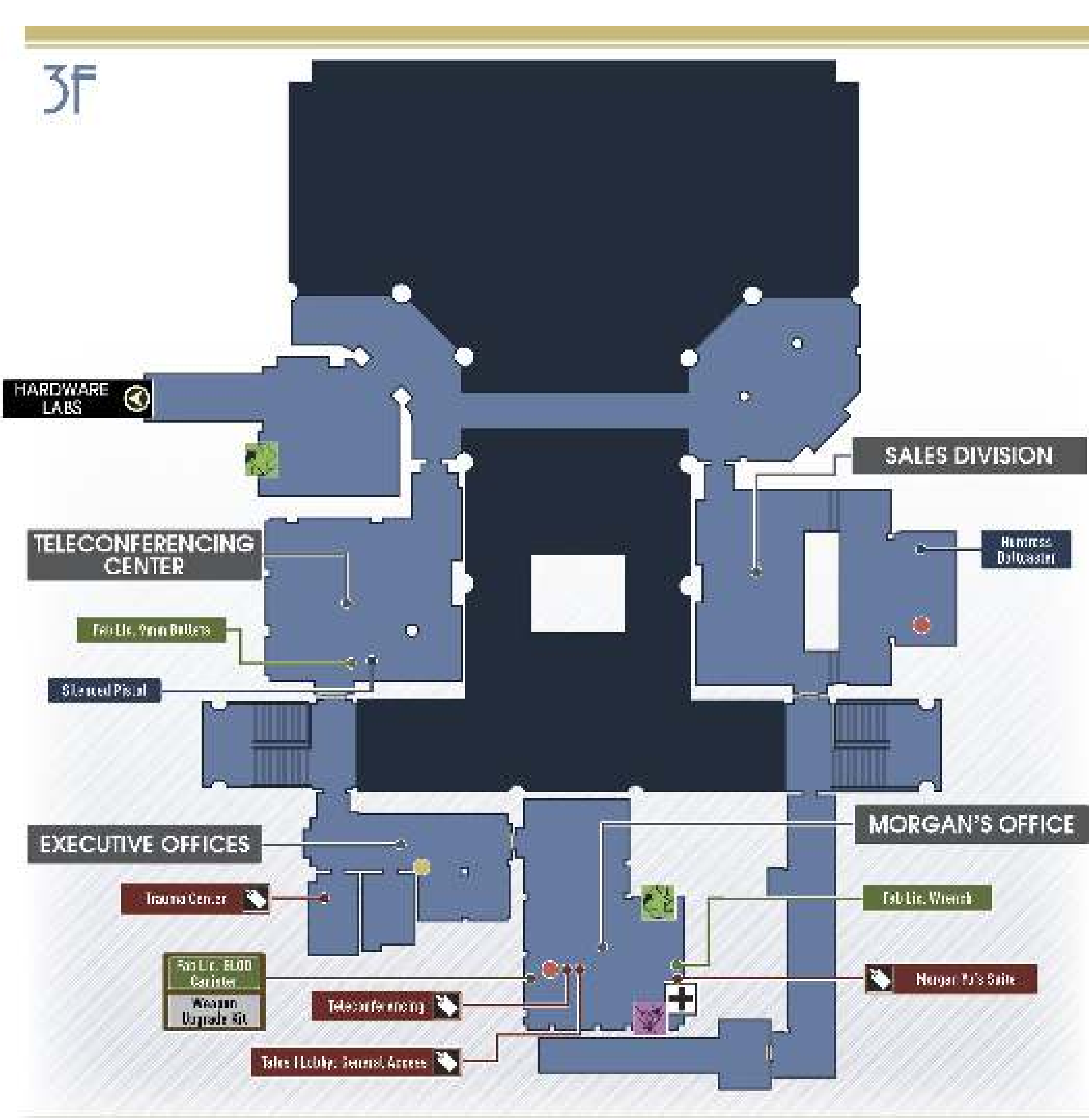
After exiting the Neuromod Division, advance through the adjoining hall. Stop to search the body of Nash Underwood for supplies. Then continue to the end of the corridor to enter a massive lobby. Peering out the large window confirms your suspicions. You're not on Earth. You're aboard Talos I, orbiting Earth's moon. Descend the curved staircase leading to the lobby's main floor. January gives you a new objective. Apparently, there's a video you need to see, accessible in your office on the lobby's third floor. Before you make a beeline for your office, take some time to explore the lobby in an effort to gather supplies—search bodies and trash cans for items.

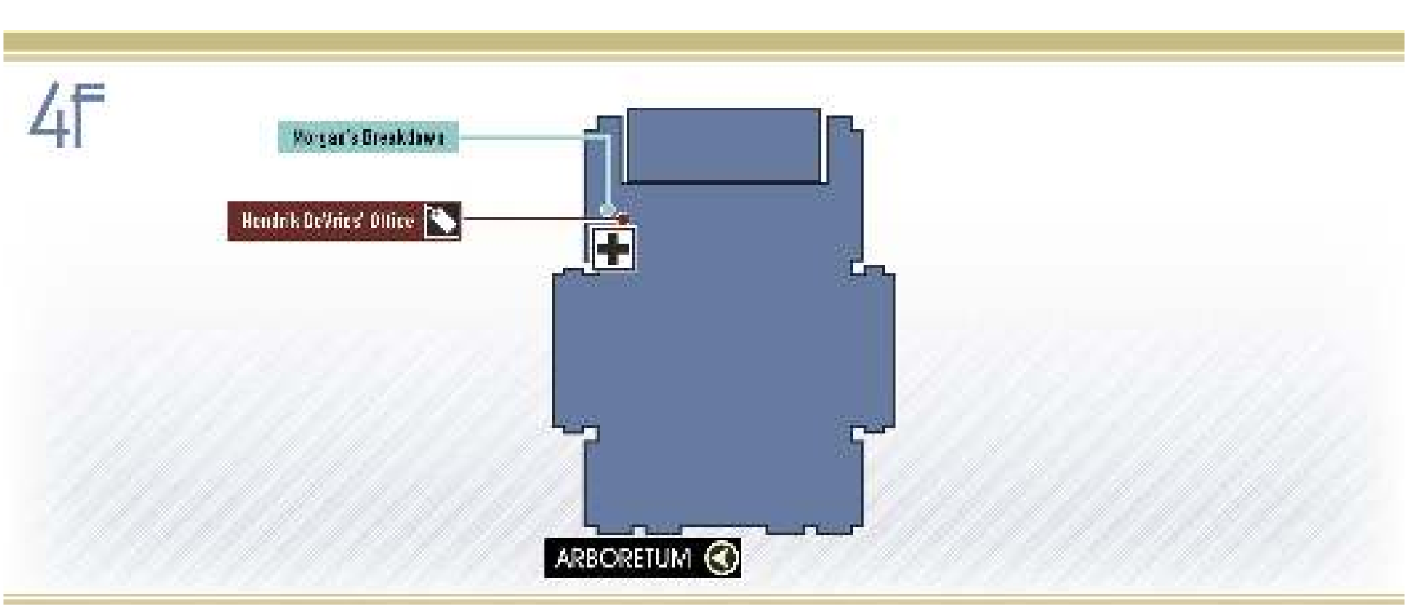
AN OFFICE WITH A VIEW

I've been aboard Talos I for a long time, trapped in some kind of repeating test, but I have no memory of how I got here. January says there's a video I need to see that will answer my questions.


1F
TRANSTAR EXHIBIT
MAIN LIFT
PSYCHOTRONICS
Neuromod
Weapon Upgrade Kit
PSYCHOTRONICS FOYER
Smuggler's Cache
Smuggler's Cache
GLOO Cannon
Trauma Center
EMPLOYEE ORIENTATION
RESTROOMS
Fab Lic: Shotgun
Shotgun
SHUTTLE BAY


2F
TRAUMA CENTER
Fab Lic: Anti-Rad Pharma
Fab Lic: Medkit
Session Log: Sarah Elazar
Session Log: Dr. Calvino
Session Log: Danielle Sho
NEUROMOD DIVISION
HUMAN RESOURCES
Suit Chipset
Suit Chipset
Security Office
Neuromod
HENDRIK DEVRIES' OFFICE
STAFF LOUNGE
I.T. SECURITY


3F
HARDWARE LABS
SALES DIVISION
Huntress Boltcaster
TELECONFERENCING CENTER
Fab Lic: 9mm Bullets
Silenced Pistol
EXECUTIVE OFFICES
MORGAN'S OFFICE
Trauma Center
Fab Lic: Wrench
Fab Lic: GLOO Canister
Weapon Upgrade Kit
Teleconferencing
Morgan Yu's Suite
Talos I Lobby: General Access


4F
Morgan's Breakdown
Hendrik DeVries' Office
ARBORETUM

TRANSTAR EXHIBIT

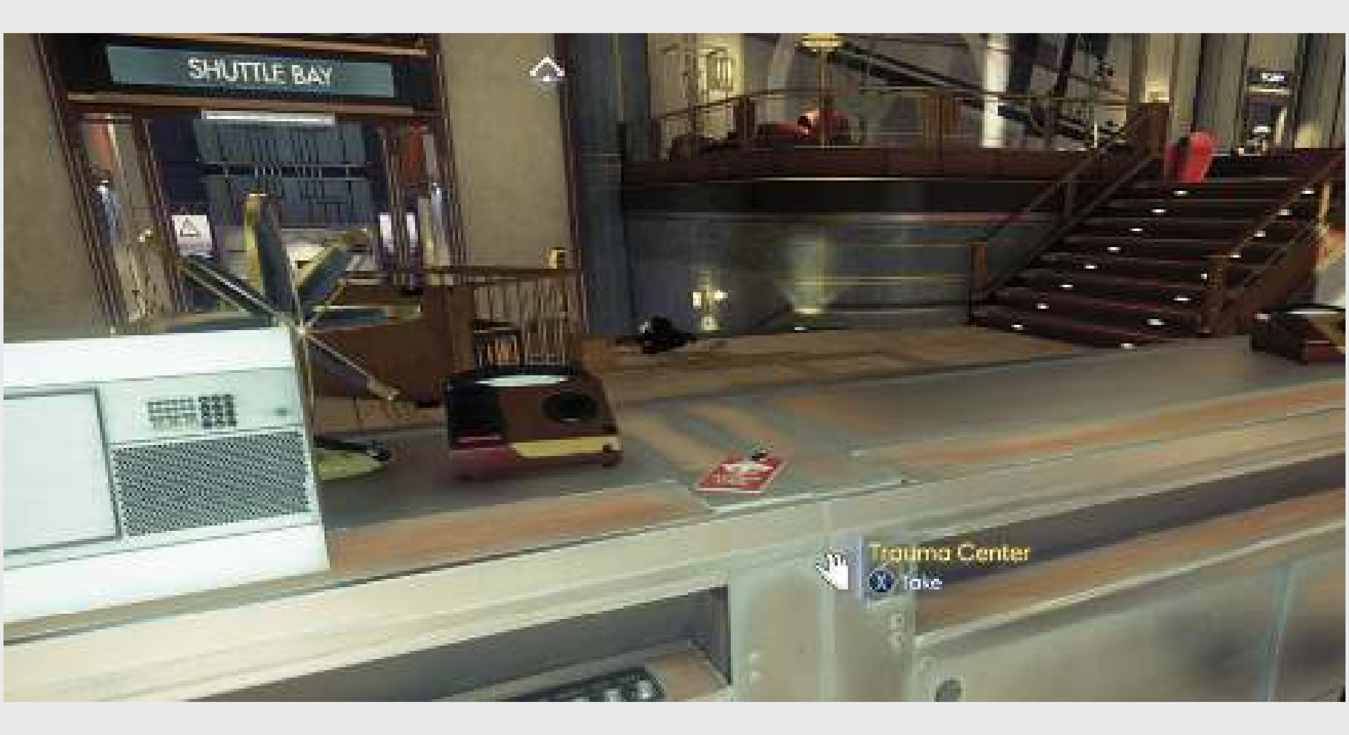
Notable Items	Neuromod

There's a Neuromod on display in the TranStar Exhibit, located on the lobby's first floor. However, there's also a Phantom patrolling this room filled with TranStar artifacts and memorabilia. Drop to a crouch and sneak toward the exhibit's doorway in an effort to spot the Phantom. Unlike Mimics, Phantoms are far more aggressive entities, capable of devastating ranged Kinetic Blast attacks. Given your current gear, you don't want to draw its attention. Monitor the Phantom's movements and look for an opportunity to grab the Neuromod without being spotted. It's crucial to stay low and quiet; otherwise, the Phantom will detect your presence. If you're spotted, immediately attack the Phantom with the GLOO Cannon and run away. The GLOO Cannon will temporarily disable the Phantom, giving you ample time to escape with your newly acquired Neuromod.

Phantom
13
289

TRAUMA CENTER KEYCARD

A Trauma Center keycard is on the lobby's reception desk, located opposite of the Shuttle Bay entrance. This allows you to access the Trauma Center on the second floor. But it's best to avoid the Trauma Center until you're better equipped.


SHUTTLE BAY
Trauma Center
Take

STAIRCASE

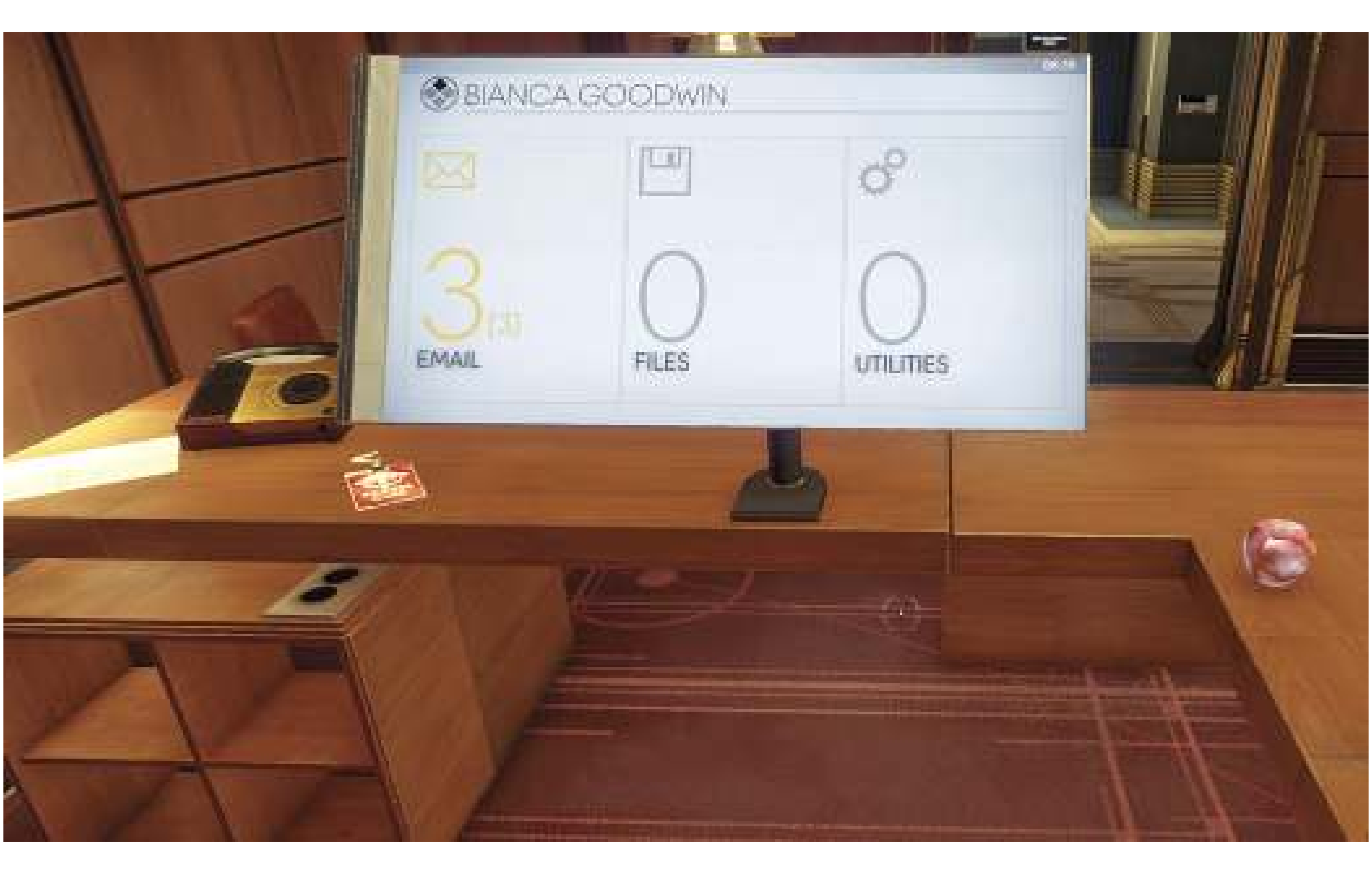
Mimic
SECURITY
13
289

Cautiously approach the staircase leading to the Executive Offices—this area is swarming with Mimics. Target the Mimics with the GLOO Cannon and methodically take them out with your wrench. Your activity near the staircase may draw the attention of the Phantom in the TranStar Exhibit. If this occurs, immobilize the Phantom with the GLOO Cannon and run up the stairs to the Executive Offices. If you ever feel overwhelmed, running is always a viable option.

EXECUTIVE OFFICES

Notable Items:
Keycard: Trauma Center
Keycode: Volunteer Quarters
Keycode: Morgan Yu's Office
Password: Jason Chang

Ascend the staircase to the third floor and turn right to enter the Executive Offices. Start by searching Bianca Goodwin's office. Inside you'll find a keycard for the Trauma Center (if you don't have one already). Also, read the Volunteer Attitude email on Bianca's workstation to retrieve the keycode to the Volunteer Quarters. The office next to Bianca's once belonged to Dr. Bellamy—but he's since moved out. An email on Dr. Bellamy's workstation reveals the testing was all Morgan's idea.


BIANCA GOODWIN
3 (3)
EMAIL
0
FILES
0
UTILITIES

The title above the next door is a bit of a revelation. Morgan isn't just some test subject. Rather, Morgan is the Vice President and TranStar's director of research. Morgan's office is guarded by a turret. Turrets are designed to attack Typhon entities that move within their field of view. Leave the turret here for now and proceed to Jason Chang's desk. January sends the keycode to Morgan's office as you near the desk. Jason's workstation is locked, but his password is on the note attached to the screen. An email on Jason's workstation reveals the keycode to Morgan's office. Approach the door and enter the provided code to gain access.

MORGAN YU
Video File (22m)

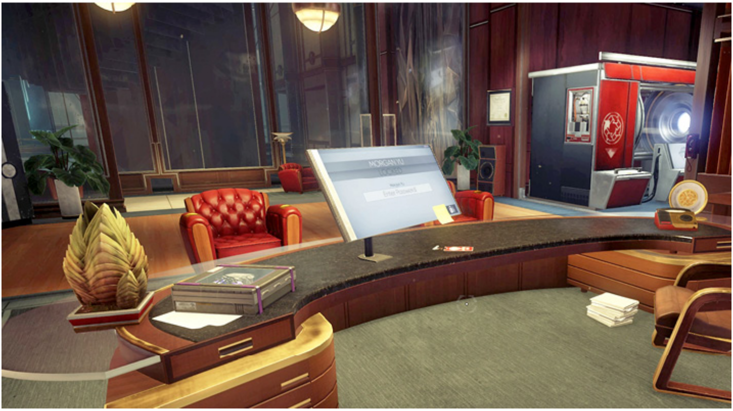
Walkthrough: Story Objectives

Through a Glass Darkly

MORGAN’S OFFICE

Notable Items:	Neuromod (3)	Keycard: Teleconferencing	Keycard: Morgan Yu’s Suite
	Weapon Upgrade Kit	GLOO Cannon Ammo Fabrication License	Wrench Fabrication License

Morgan’s status as VP becomes apparent as you step into this impressive office. Approach Morgan’s desk and grab the three Neuromods contained in a case (you can now invest in more advanced skills). A keycard to Teleconferencing is also on the desk. A note on Morgan’s workstation hints at a fabrication license located in a safe. But for now, login to Morgan’s workstation and access the video January suggests, located in the Utilities tab.



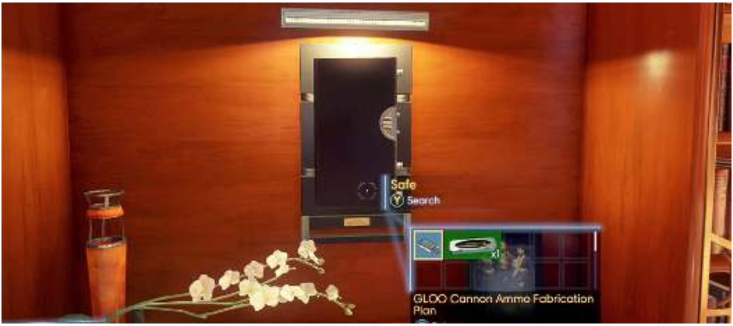
As the video begins to play, the lights in the room dim and a large Looking Glass screen is revealed behind Morgan’s desk. It’s a video message from Morgan, recorded sometime in the past. She seems to understand that your memory has been compromised. She urges you to trust January, a special Operator. January serves as a type of backup—it remembers everything you can’t. Apparently there’s a problem with a new Neuromod TranStar has been testing based on the Typhon organisms. When the Neuromod is uninstalled, it resets the subject’s memory.

There’s supposed to be a process to restore memories, but for some reason that step has been skipped, forcing you to relive the same day over and over. Morgan feels Alex is behind this, but she’s unsure why. Just as Morgan is about to reveal critical information, the video feed is cut. Alex chimes in, admitting he cut the feed. For some reason, he doesn't want you to see the rest of the video until he's had a chance to explain things in person. January reports that Alex has disconnected you from the Looking Glass servers. She suggests searching Dr. Calvino's workshop in the Hardware Labs in an attempt to reestablish the connection to the servers. Only then will you be able to watch the rest of the video.

THROUGH A GLASS DARKLY

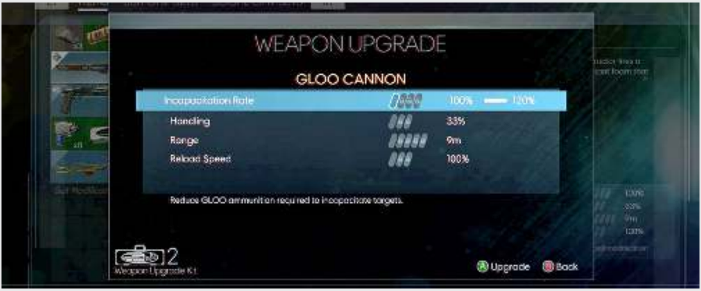
Alex disabled the Looking Glass servers before I could finish watching my video. January believes Dr. Lorenzo Calvino, the man who invented the technology, knows a way to restore the video file. His workshop is in the Hardware Labs.

Turn to the wall next to Morgan's desk to locate a safe in the wall. This is the safe referenced by the note. Open the safe to retrieve a GLOO Cannon ammo fabrication license and a Weapon Upgrade Kit. The fabrication license allows you to produce your own ammo for the GLOO Cannon, while the Weapon Upgrade Kit allows you to apply an upgrade to your weapon of choice.



WEAPON UPGRADE KITS

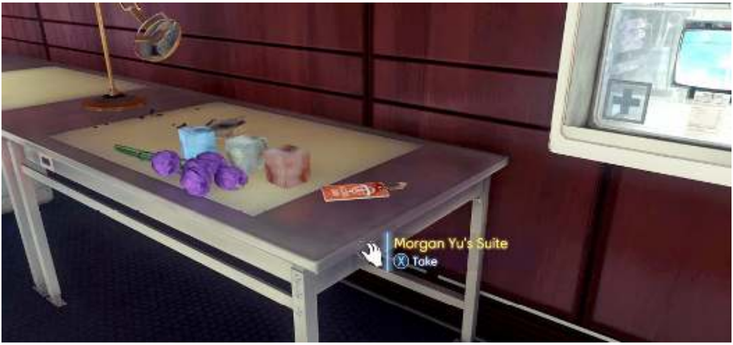
Access your TranScribe's inventory and consider applying the newly acquired weapon kit to your GLOO Cannon, improving its Incapacitation Rate, Handling, Range, or Reload Speed. Upgraded weapons are far more effective than their stock counterparts, so avoid misplacing them. If you must drop an upgraded weapon, consider storing it some place where you can easily return to it, like Morgan's office.



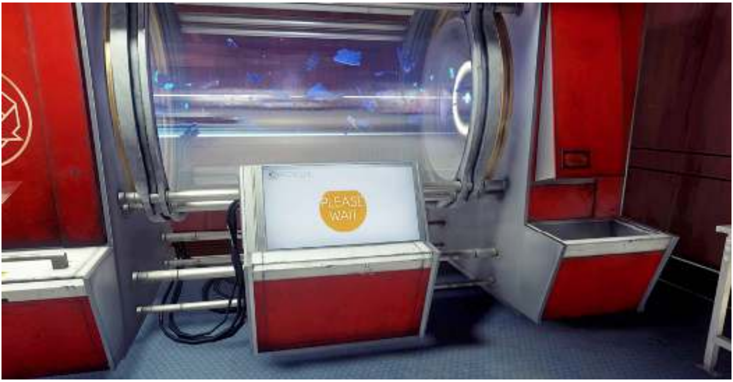
Incapacitation Rate	100% — 120%
Handling	33%
Range	9m
Reload Speed	100%

Reduce GLOO ammunition required to incapacitate targets.

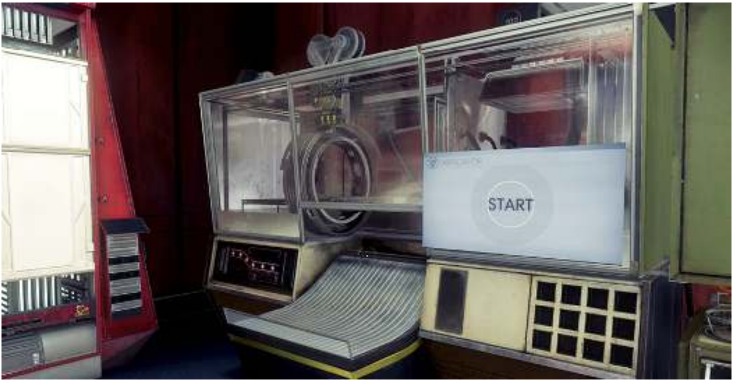
Now investigate the workshop within Morgan's office, containing a Recycler and Fabricator. One of the work benches holds a few material cubes, a keycard to Morgan's suite, and a wrench fabrication license. Gather a few more random items off the work benches then deposit your junk in the Recycler to refine some raw materials.



The Recycler converts unwanted items into synthetic, mineral, organic, and exotic material which can be used by Fabricators to construct new items. Start by interacting with the bin on the machine's left side. This brings up your inventory screen. Here you can select which items to put into the Recycler. Choose the "Transfer Junk" option to automatically deposit useless items taking up space in your inventory. This includes items like frayed wire, used plastic tubing, and flower petals. Next, interact with the terminal screen in the center of the machine to initiate the recycle process. The screen shows you the material yield of the items in the bin. Finally, collect the recycled material from the bin on the machine's right side. Blocks formed by the Recycler are ready for use in a Fabricator. If there's not enough material to create a block, the machine creates material fragments. Fragments can be added to future Recycler batches to eventually form blocks.



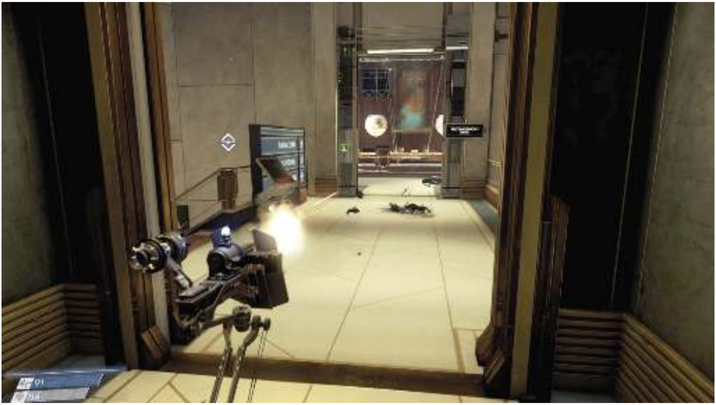
Walk over to the Fabricator and interact with the terminal to choose an item to create. Fabricators use plans to create dozens of useful items. Each item fabricated consumes some combination of organic, mineral, synthetic, and exotic materials. You currently have plans for a wrench and GLOO Canister. Select GLOO Canister from the Fabricator screen; then add ingredients to the machine by interacting with the cube-shaped slots. The proper ingredients are automatically retrieved from your inventory and placed into the machine. Now start the fabrication process and wait for your GLOO Canister to emerge from the machine. If you have enough ingredients, go ahead and make a second GLOO Canister. As you can see, Fabricators (and Recyclers) are extremely powerful, allowing you to create your own gear. This is why it's so important to scavenger Talos I for junk containing organic, mineral, synthetic, and exotic materials.

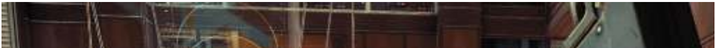


TELECONFERENCING CENTER

Notable Items:	Silenced Pistol	Silenced Pistol Ammo Fabrication License

From Morgan's office the quickest path to the Hardware Labs is through the Teleconferencing Center, across the hall from the Executive Offices. After stepping out of Morgan's office, pick up the turret next to Jason Chang's desk. When carried, the turret collapses into a small box-like object, making it easy to transport. Carry the turret to the doorway outside the Teleconferencing Center and set it on the ground—deploy the turret (as shown) so it's facing the Teleconferencing Center's door. Several Mimics are waiting to ambush you inside this room. Use the keycard to unlock the Teleconferencing Center's door then step aside as the turret automatically engages the Mimics. For best results, retreat behind the turret. Turrets are equipped with a machine gun and automated targeting system, making them extremely useful when it comes to wiping out large numbers of Mimics and other Typhon threats. Plus, they have unlimited ammo.



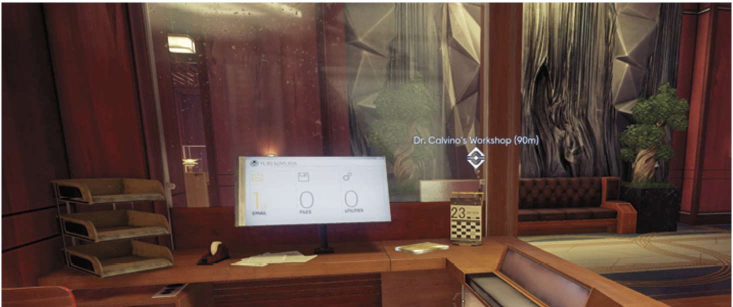


Once the turret has eliminated all the Mimics, enter the Teleconferencing Center. Search Elias Black's body near the entrance to retrieve some spare parts, 9mm ammo, and a fabrication license for Silenced Pistol ammo. Conveniently, a Silenced Pistol is located on the floor nearby. Add it to your growing arsenal of weapons. Specifically, the Silenced Pistol is a TranStar PPN-8, the standard-issue sidearm for all security personnel. The 9mm handgun is equipped with an integrated suppressor, minimizing the audible report of each shot. This makes it ideal for silently taking out enemies. Even though you have a plan to create more 9mm ammo for this weapon, use the Silenced Pistol sparingly. Its damage output is rather limited, taking several shots to eliminate a single Mimic. If you rely on this weapon too often, ammo will become scarce, regardless of how much you fabricate.

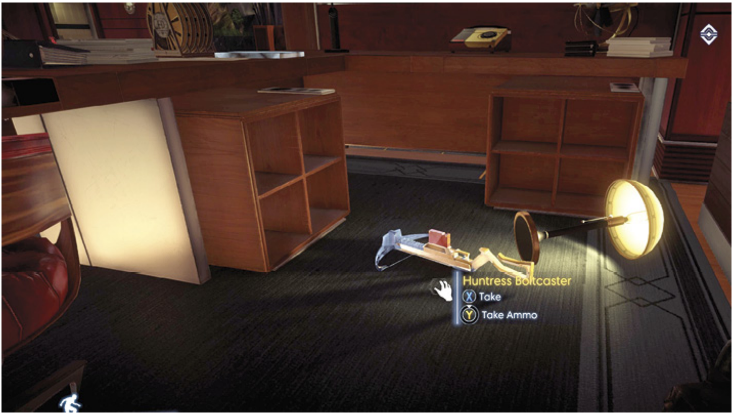
SALES DIVISION

Notable Items:	Neuromod (4)
	Huntress Boltcaster

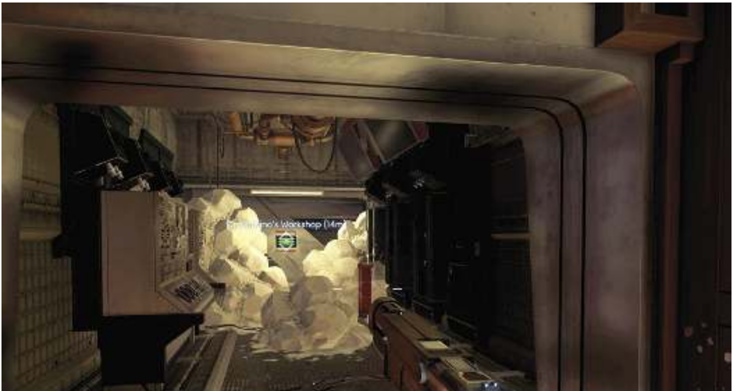
After exiting the Teleconferencing Center, make a quick detour by turning right, crossing the third floor catwalk to enter the Sales Division office. A Phantom is patrolling this office, so stay low to avoid being detected. Locate Yuri Kimura's desk and search the floor—here you find a box containing four Neuromods. Retrieving these Neuromods completes the Stolen Neuromods optional objective (the objective is launched by taking Demetri Bowser's note in the Security Office's holding room). You should now have enough Neuromods to acquire a few new skills. If you haven't already, investing in Repair I and Repair II is highly recommended. Suit Modification I is another worthwhile skill, increasing the size of your inventory.



Now search the floor behind Kelly Randolph’s desk to discover a Huntress Boltcaster. This crossbow-like toy fires foam darts, called Flexifoam Bolts. What good could this possibly be? This weapon inflicts zero damage but can be useful for distracting enemies. It also comes in handy for remotely triggering buttons and screens that are otherwise out of reach. You can find more Flexifoam Bolts on Richard Coveney’s desk.



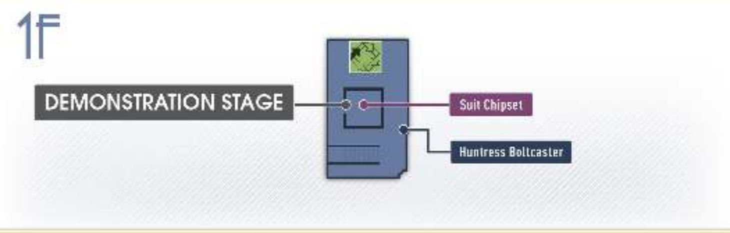
When you’ve completely searched the Sales Division offices, exit and return to the catwalk you crossed earlier. On your way to the Hardware Labs doorway, search the small office to the left (containing a malfunctioning Recycler) to obtain some spare parts. The Hardware Labs doorway is partially obstructed by hardened GLOO. While you can chip away at the GLOO with your wrench, there’s an easier method. Stand back and shoot the explosive canister with your Silenced Pistol. The resulting explosion removes most of the GLOO, allowing you to proceed.



HARDWARE LABS

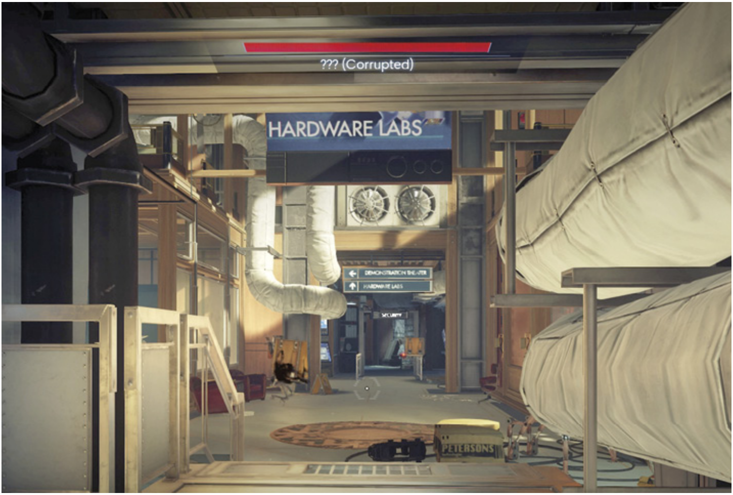
MAP LEGEND

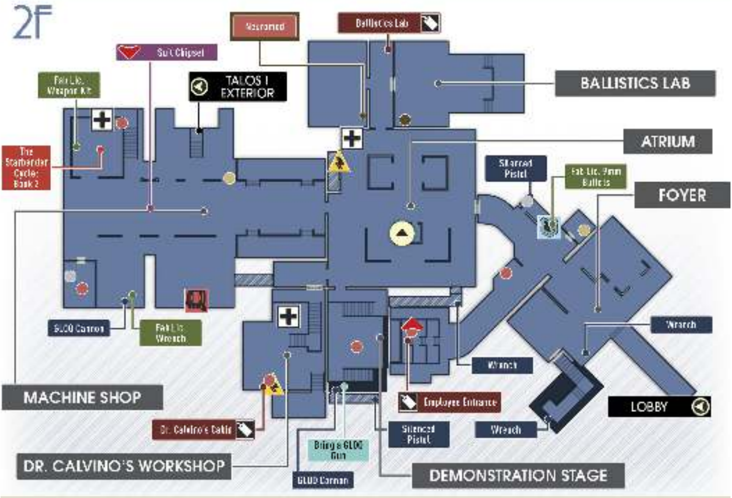
- ● Audio Recording
- ● Chipset
- ● Neuromod
- ● Safe
- ● Turret
- ● Weapon Upgrade Kit
- ▨ Fabricator
- ▲ Grav Shaft
- ▨ Keycard
- ◀ Level Transition
- ✚ Medkit
- ⬍ Object Above/Below
- ▨ Operator Dispenser
- 🟩 Recycler
- ▨ Security Station

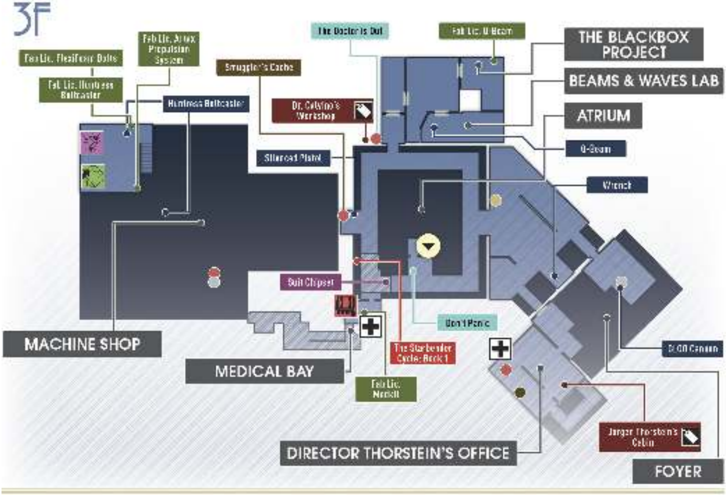


FOYER

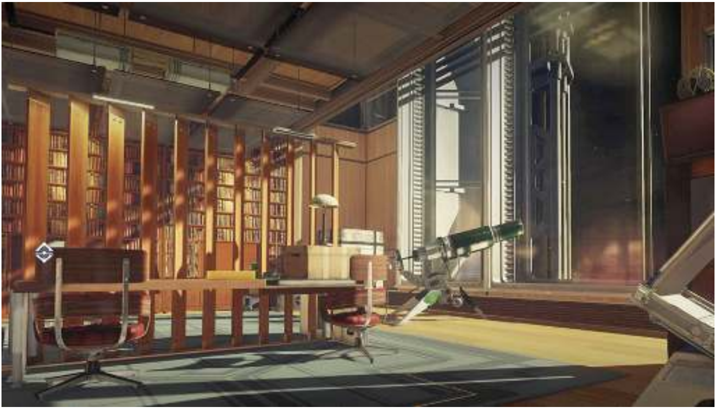
Dr. Calvino's workshop is located within Hardware Labs. A waypoint marker appears on the HUD, showing the direction. But don't rush, like the previous areas you've explored, Hardware Labs is crawling with Typhon, including some entities you haven't encountered yet. Crouch and sneak toward the foyer. This area is patrolled by a couple of Operators that have been corrupted by Typhon. These Operators are extremely dangerous, equipped with flamethrower-like weapons. It's best to avoid them until you can find a better way to take them out.

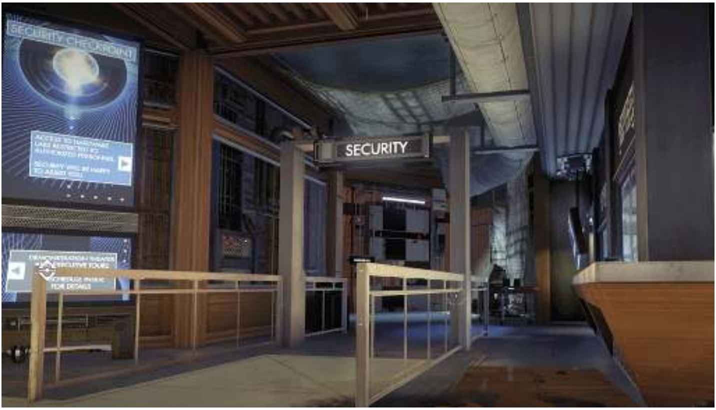






Stay low and move into the office on the right, containing a large telescope. The walled-off partitions offer some decent concealment, allowing you to hide from the corrupted Operators. Keep an eye on two corrupted Operators while moving through the office and wait for an opportunity to sneak toward the security booth. When approaching the Security Station, avoid passing through the metal detector in the middle of the hall. If you set-off the metal detector, an alarm will sound, alerting the corrupted Operators. Instead, stay to the right of metal detector, moving along the wall of the security booth.

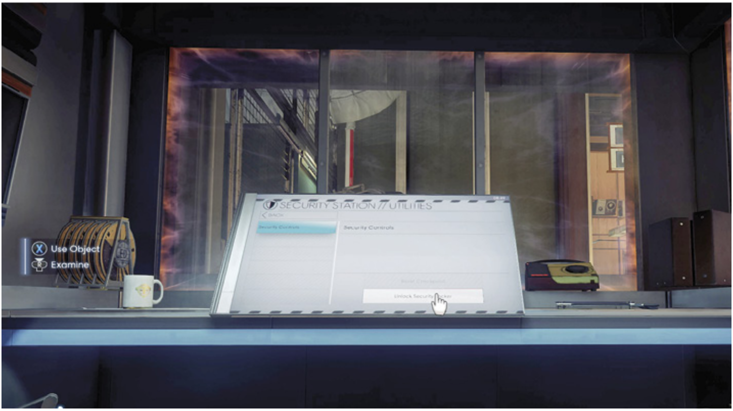




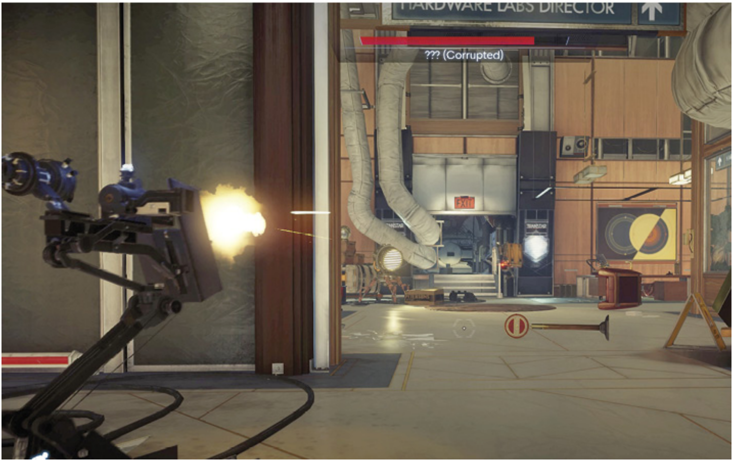
SECURITY BOOTH

Notable Items:	Silenced Pistol	Weapon Upgrade Kit
	Silenced Pistol Ammo Fabrication License	Turret

Luckily the security booth's door is unlocked, automatically sliding open as you approach. Step inside and access the security station. A Silenced Pistol Ammo fabrication license is next to it. Within Utilities, download the Hardware Labs map from the security station, revealing the layout of all floors. Also under Utilities, unlock the nearby security locker, located just outside the booth. You can also reset the security checkpoint if you inadvertently set off the metal detector alarm. Before leaving the booth, search the shelves and lockers to acquire more ammo. There's also a Weapon Upgrade Kit on the open weapon's locker.

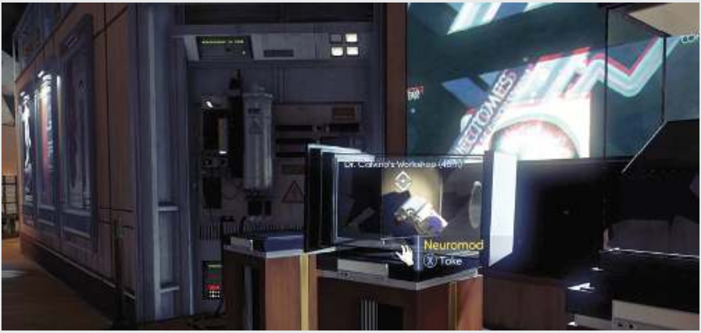


Exit the security booth and head back toward the foyer, being careful to avoid the metal detector. The security locker you unlocked is on the left. This security locker contains some spare parts and a turret. Take the turret and deploy it outside the locker, within view of the corrupted Operators patrolling the foyer. You may need to reposition the turret so it can detect and eliminate both threats. Stay clear of Operators as they take damage. They eventually fall to the floor and explode. If you're too close when they explode, you take damage. With the corrupted operators out of the way, you're now free to explore the foyer. But don't let your guard down. Some Mimics may be crawling around. The door leading to the Hardware Labs' atrium (by the security checkpoint) is locked. January suggests finding another path inside.



NEUROMOD

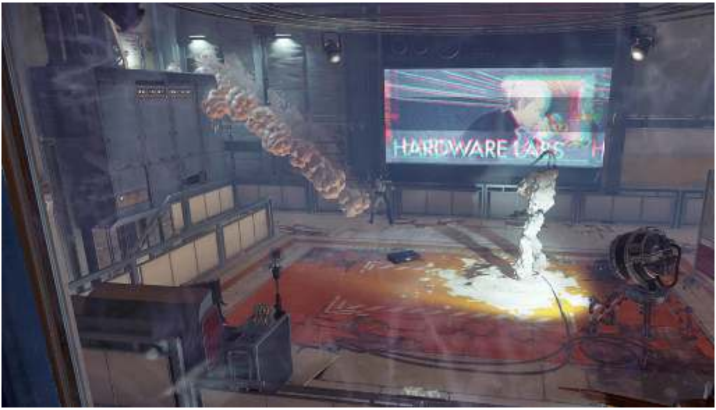
A Neuromod is on display near the security checkpoint. It's located in the hall leading to the Demonstration Theater.

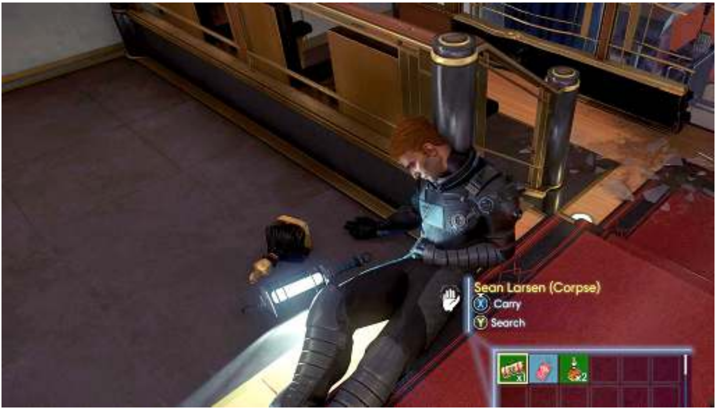


DEMONSTRATION THEATER

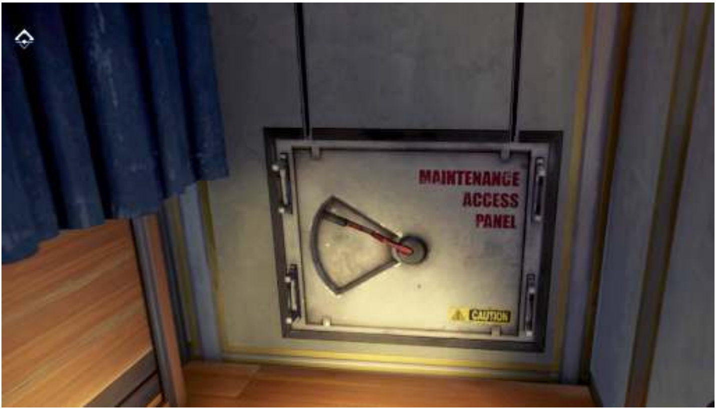
Notable Items:	Keycard: Employee Entrance	Wrench

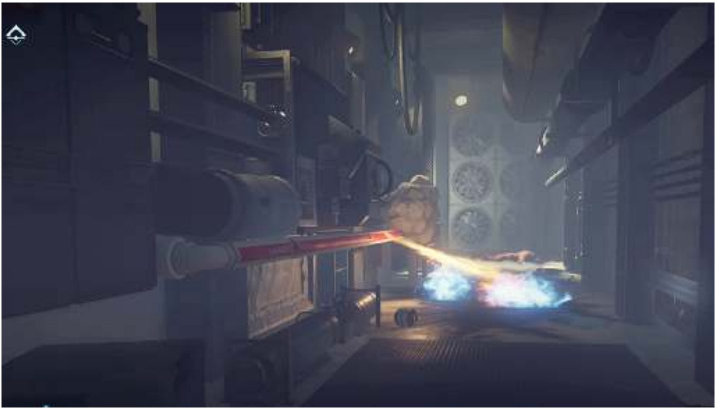
From the security checkpoint, advance toward the Demonstration Theater. As you near the theater, you see a battle between a TranStar employee (Thaddeus York) and a Phantom. The stage below is encased in protective glass, so you can't assist. York uses a GLOO Cannon to temporarily disable the Phantom before attempting an escape, but the Phantom breaks free and kills York with a powerful ranged attack. The Phantom then turns to you in a threatening manner before retreating beneath the stage. Search the body of Sean Larsen, located in the aisle, to retrieve an Employee Entrance keycard. Take a moment to search the area around the theater chairs too—flip up the seats to make your search easier.



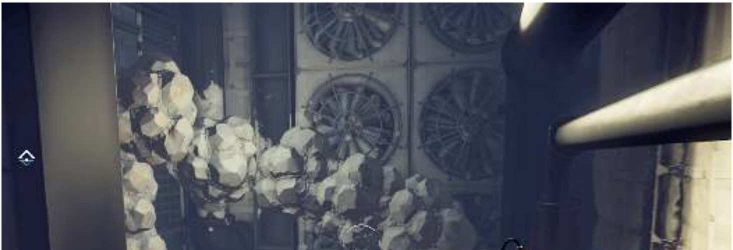


Descend to the lowest level of seats and drop off the ledge to access a small crawlspace. Turn to the right to locate a maintenance access panel. Open the panel and crawl through to access a cramped maintenance room between the demonstration stage and Hardware Labs. The path here is blocked by fire shooting from a ruptured gas line. Use your GLOO Cannon to seal the three gas line breaches and extinguish the flames.





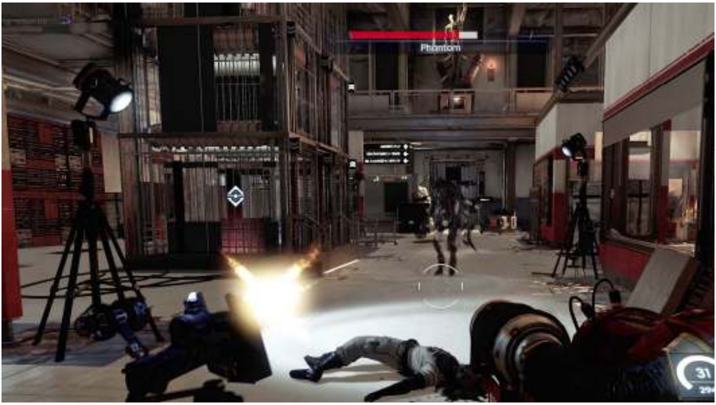
Search Randall Wood's body at the end of the corridor then turn to the left and look up. A high ledge is just out of reach. Use your GLOO Cannon to create a makeshift ramp (as shown) leading up to the ledge. Climb along the GLOO deposits until you can jump and pull yourself onto the ledge. At the top, open another maintenance access panel to enter the Hardware Labs' atrium.



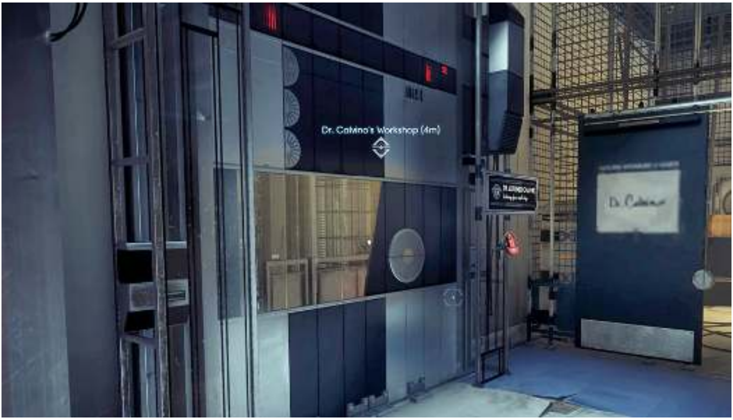
ATRIUM

Notable Items:	Audio Recording: Don’t Panic	Silenced Pistol	The Starbender Cycle: Book 1

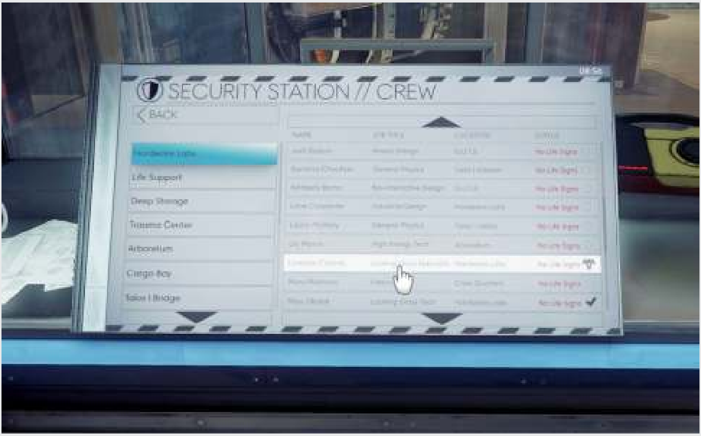
Stay low as you enter the atrium. This area is patrolled by a Phantom. January reports that most of the station’s tech is developed here. The issue with the Looking Glass server can probably be fixed from within Dr. Calvino’s workshop. But before heading there, take a moment to deal with that Phantom. Sneak to the nearby doorway leading to the security checkpoint and press the manual override button to unlock the door. Grab the turret by the security checkpoint and deploy it in the atrium. Now try to lure the Phantom toward the turret. Once the turret starts attacking the Phantom, join in by firing your GLOO Cannon. The GLOO slows the Phantom’s movement, making it easier for the turret to pick it apart.



With the Phantom out of the way, head to Dr. Calvino's workshop. Unfortunately, the door is locked. January suggests referencing the security station to find Dr. Calvino.

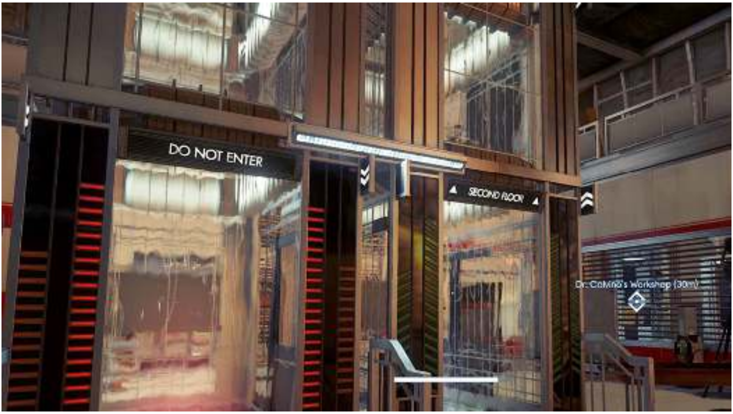


LOCATING CREW MEMBERS

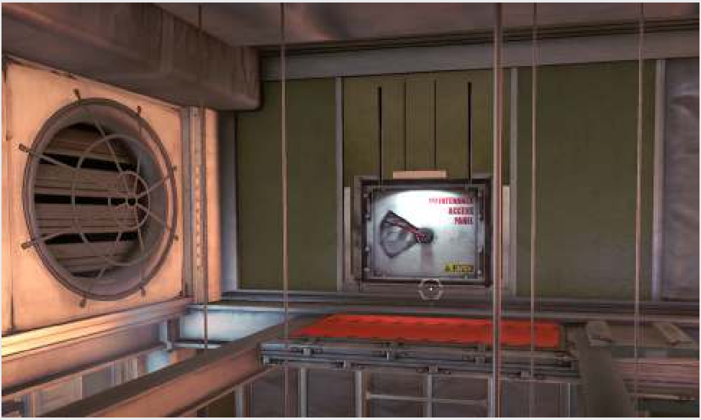


You can find anyone aboard Talos I by accessing a security station. Start by selecting the Crew tab on the security station. Crew members are listed by the division they're assigned. Dr. Calvino is assigned to Hardware Labs so begin scrolling through the list of personnel. When you find his name, click on it. Unfortunately, it looks like Calvino is dead. An optional objective marker now appears on the HUD, pointing to Calvino's last known position.

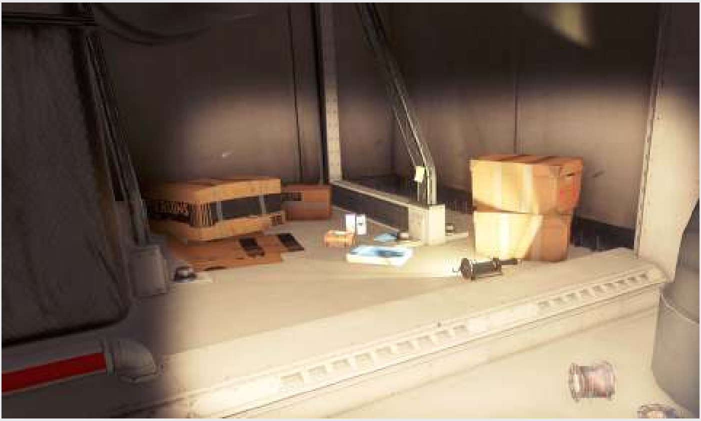
Locate the grav shaft near the center of the atrium. These parallel shafts function similar to an elevator. One shaft handles all upward movement while the other handles all downward traffic. Step into the green-lit shaft to ascend to the atrium's second floor. Once you reach the second-floor catwalk, search the body of Miyu Okabe to retrieve an audio recording from her TranScribe. There's also a Silenced Pistol and some ammo next to the statue of William Yu.



PRISM MASTER



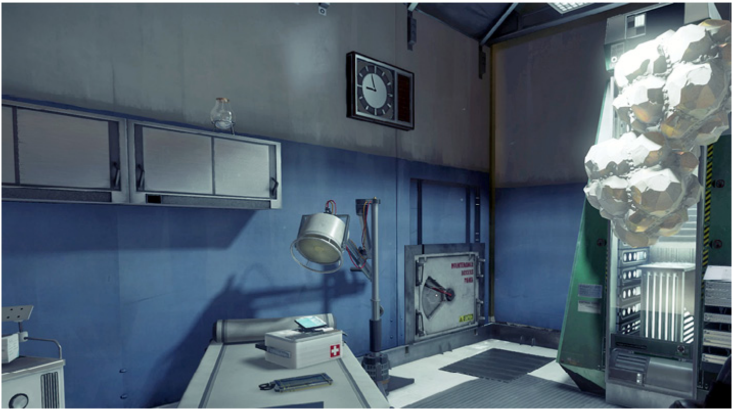
Climb atop the Grav Shaft in the Atrium and open the nearby maintenance access panel to enter a duct. Here you find a stash of supplies, including Book 1 in the Starbender Cycle series. Read this book and the five subsequent volumes to unlock the Prsim Master achievement/trophy.



MEDICAL BAY

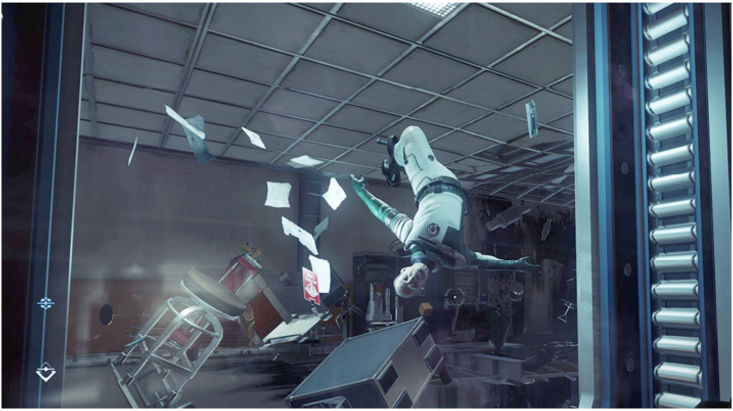
Notable Items:
Medkit Fabrication License

Before heading to Dr. Calvino's location, make a slight detour into the nearby Medical Bay. Here you can acquire a Medkit fabrication license and a Medkit. Removing the GLOO deposits from the Operator dispenser allows you to deploy a Medical Operator. Talk to the operator to fully replenish your health. Also, make note of the maintenance access panel in the corner of the room. This path can be used to access the Machine Shop.



COMBUSTION LAB

Return to the atrium's second floor catwalk and enter the door leading to the Combustion Lab. The window on the corridor's left side reveals the lab suffered a hull breach. Dr. Calvino was inside at the time. Calvino's body and keycard are floating on the other side of the window. January reports there's an airlock in the nearby Machine Shop. From there you can access the station's exterior. But you'll need to acquire a propulsion system if you want to perform a spacewalk.



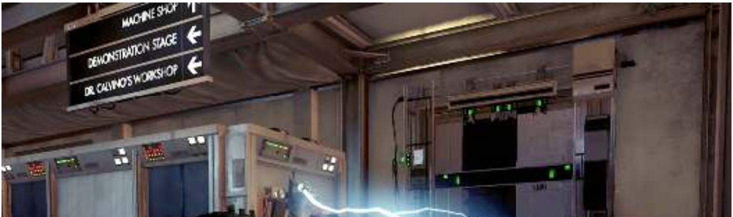
ZERO G PROPULSION SYSTEM

Objective Summary: I need to upgrade my suit with an Artax Propulsion System to maneuver outside the space station. There's a fabrication plan somewhere in the Machine Shop of the Hardware Labs.

You'll need to search the Machine Shop for a fabrication license to complete this optional objective.

ATRIUM

Return to the first floor of the atrium via the grav shaft and approach the doorway to the Machine Shop. A malfunctioning electrical junction is throwing arcs of electricity across this doorway. Use your GLOO Cannon to encase the junction to temporarily stop the arcs of electricity. If you have spare parts and the Repair II skill, you can repair the junction. Whether you repair the junction or simply use the GLOO Cannon to get past it, you can now safely enter the Machine Shop. Before continuing, grab the turret used to defeat the first Phantom in the atrium and take it with you into the Machine Shop.



MACHINE SHOP
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294

MACHINE SHOP: ALTERNATIVE PATHS

If you don’t want to enter the Machine Shop from the main door, there are a couple of other access points. One is through the maintenance access panel in the Med Station on the second floor—this gives you access to a duct running above the Machine Shop. There’s another maintenance access panel on the first floor, not far from Dr. Calvino’s workshop. But the path to this access panel is blocked by several large boxes (you need the Leverage I skill to move them).

MACHINE SHOP

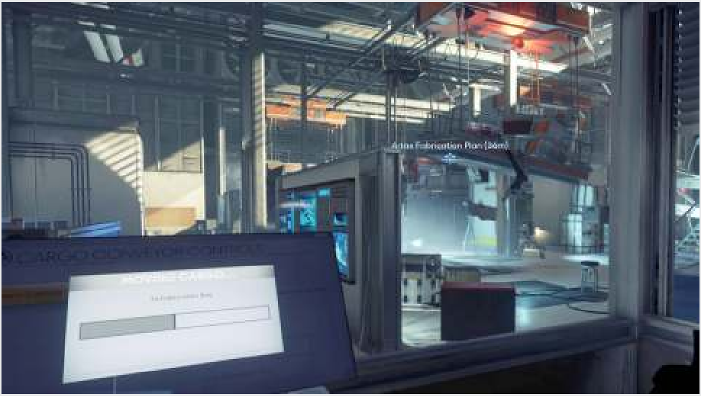
Notable Items:
Neuromod (3)
Huntress Boltcaster
EMP Charge (3)
Weapon Upgrade Kit (2)
Artax Propulsion System Fabrication License
Huntress Boltcaster Fabrication License
FlexiFoam Bolts Fabrication License
The Starbender Cycle: Book 2

The Machine Shop is patrolled by a couple of corrupted Operators. A few Mimics are also waiting to ambush you. Sneak into the Machine Shop and quietly deploy the turret. Stand behind the turret and provide support as needed, firing either the Silenced Pistol or GLOO Cannon. A damaged turret is located near the airlock. You can repair it if you possess the Repair II skill. Positioning two turrets in the Machine Shop makes quick work of the Mimics and corrupted Operators.

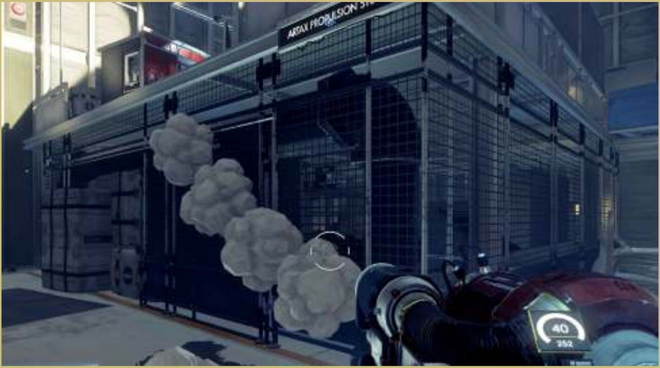
??? (Corrupted)
Artax Fabrication Plan (34m)

PETER COLEMAN'S NEUROMOD

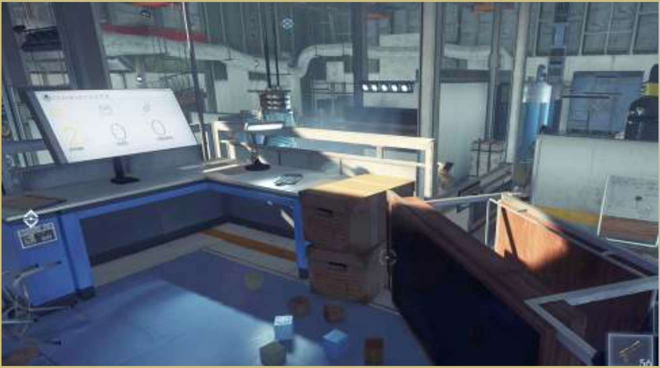
Access the Cargo Control console, near the Machine Shop's entrance. Select "Move Cargo" from the interface to cause a cargo platform to traverse above the shop. However, there appears to be a problem. The cargo platform comes partially detached, causing it to tilt, dumping the body of Peter Coleman onto the floor. Search Coleman's body to retrieve a Neuromod as well as a Weapon Upgrade Kit.



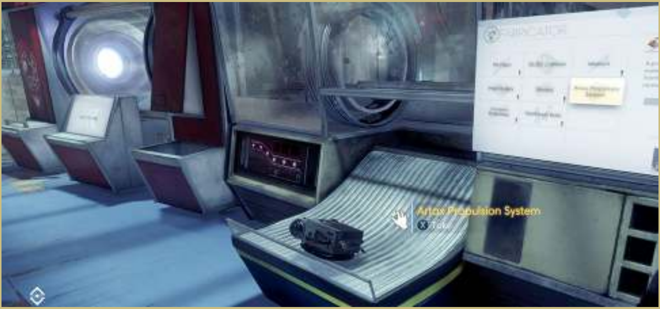
ZERO G PROPULSION SYSTEM (CONTINUED)



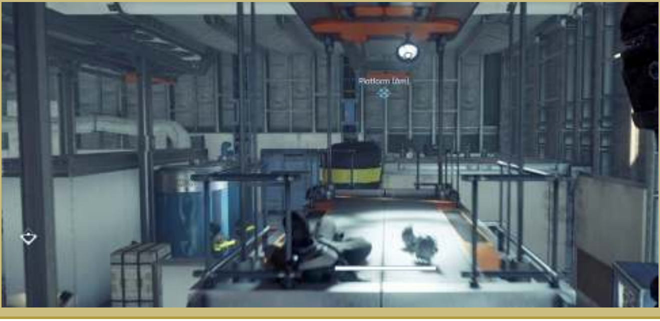
If you intend to spacewalk to retrieve Dr. Calvino's keycard, you need a propulsion system. Approach this platform in the corner of the Machine Shop and use your GLOO Cannon to create a makeshift ramp. Climb the ramp to access the platform. Look on Franklin Goode's desk to retrieve the Artax Propulsion System fabrication license. There are also several material blocks on the floor, providing everything you need to fabricate the propulsion system.



Now use the nearby Fabricator to create the Artax Propulsion System. The propulsion system requires one mineral material block and one synthetic material block. The blocks found near Franklin Goode's desk are more than sufficient to create this item.



To complete the objective, use the Artax Propulsion System to glide to the nearby cargo platform. Jump toward the cargo platform, then hold down the Jump button/key to engage the propulsion system. This allows you to glide toward the platform. While you're on the platform, search Franklin Goode's body for supplies. A few EMP charges are also here. EMP charges emit a large burst of electromagnetic energy, ideal for damaging turrets, robots, and other electrical-based entities.

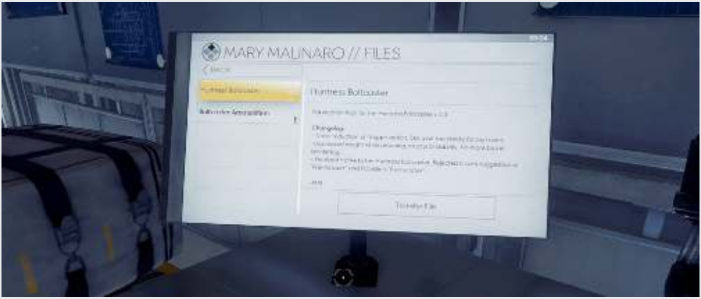


SUPPLY CLOSET

While you're on the cargo platform, jump and glide to the top of the nearby storage room. Then drop through a hole in the room's roof. Inside you can find a variety of supplies, including two Neuromods and a Weapon Upgrade Kit.

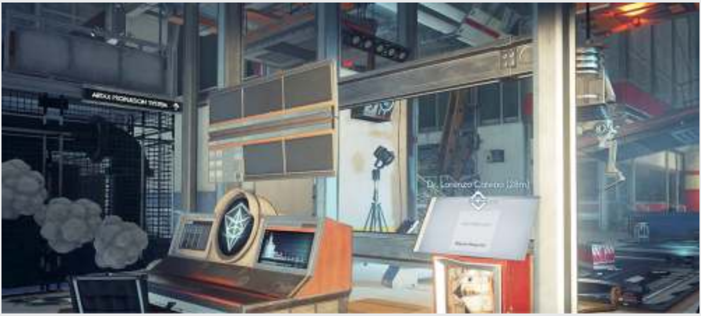
HUNTRESS FABRICATION PLANS

If you haven't already, download the fabrication plans for the Huntress Boltcaster and FlexiFoam Bolts from Mary Malinaro's workstation, located near the Fabricator. These plans allow you to create your own Huntress Boltcaster and ammunition. A Huntress Boltcaster and a few FlexiFoam Bolts are sitting on Mary's desk, next to her workstation.



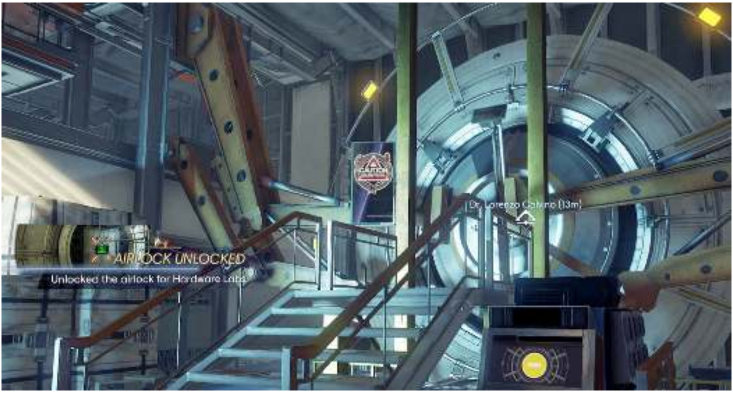
MOON DOOR/SUPPLY CAGE

The damaged moon-door controls can be fixed once you obtain the Repair III ability. Opening the moon door gives you access to an old Psychotronics satellite and a compartment in the floor containing a Suit Chipset. You can revisit the moon door later, as well as the supply storage cage beneath the Recycler and Fabricator (you need Leverage III to enter this cage). The cage contains a Neuromod and the second book in the Starbender Cycle series.



AIRLOCK

Now that you have a propulsion system, you're ready for your first spacewalk. Approach the airlock control panel and disengage the internal lock. As January reports, all airlocks have a manual seal that must be disengaged from inside the station. This is one of five airlocks on Talos I. The other airlocks are located in the Arboretum, Shuttle Bay, Psychotronics, and Power Plant. Disengage each airlock you encounter to facilitate easier travel between sections of Talos I. When you're ready for your spacewalk, interact with the large door leading to Talos I's exterior.

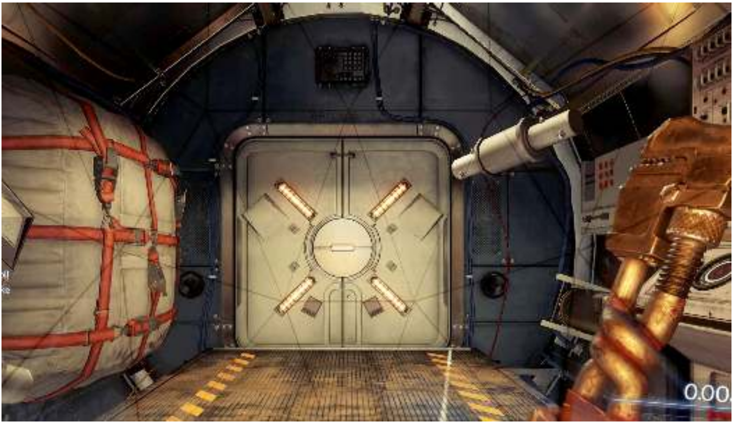

AIRLOCK UNLOCKED
Unlocked the airlock for Hardware Labs
Dr. Lorenzo Calvino [13m]

SUIT INTEGRITY

If your suit integrity is compromised, you can't exit the space station. Access your inventory to apply a Suit Repair Kit. Each Suit Repair Kit increases your suit integrity by 25.

TALOS I EXTERIOR

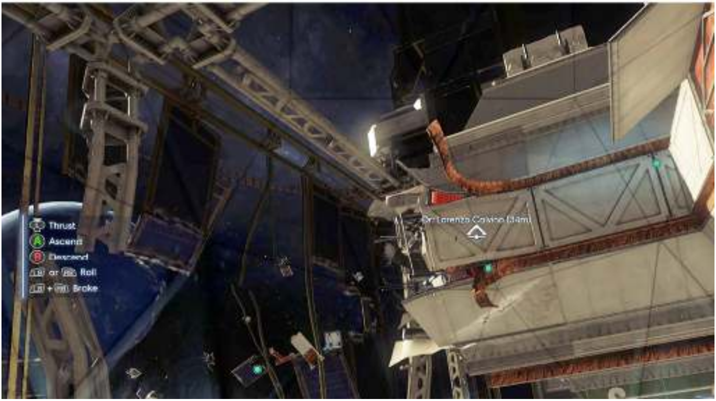
Before exiting the airlock, take a moment to familiarize yourself with the microgravity environment. A list of controls appears on the HUD's left side, serving as a useful reminder. Experiment with thrusting, ascending, descending, rolling, and braking. Maneuvering in three dimensions can be a bit disorienting at first. So use the visual references inside the airlock to help get your bearings while moving about. When you're ready to move outside the space station, approach the airlock's outer door. It opens automatically as you approach.

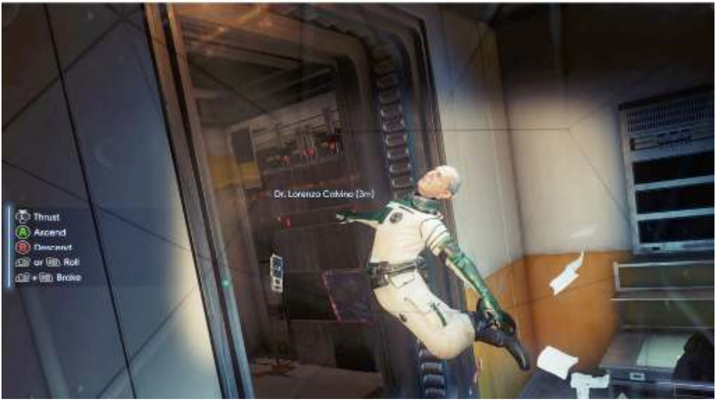


COMBUSTION LAB

Notable Items:	Keycard: Dr. Calvino's Workshop	Neuromod (2)	EMP Charge (2)
	Audio Recording: The Doctor is Out	Audio Recording: First Thing Tomorrow	Keycode: Machine Shop Supply Closet

As you drift into space, turn right. Dr. Calvino's body is marked with a waypoint marker. Align the waypoint marker in the center of the HUD and apply thrust to begin moving toward Dr. Calvino. Ascend and descend as necessary to avoid colliding with debris and other obstacles. Dr. Calvino is located inside the decompressed Combustion Lab. The lab is filled with a variety of floating objects, including several spare parts. A pair of EMP Charges float in the adjoining hall, outside the Beams and Waves Lab. Activate your flashlight to make maneuvering in this dark, cluttered space easier. Locate Dr. Calvino's body and retrieve the keycard to his workshop. His body also holds two Neuromods and a TranScribe containing two audio recordings. Listen to "The Doctor is Out" to retrieve the keycode to the Machine Shop's supply closet.

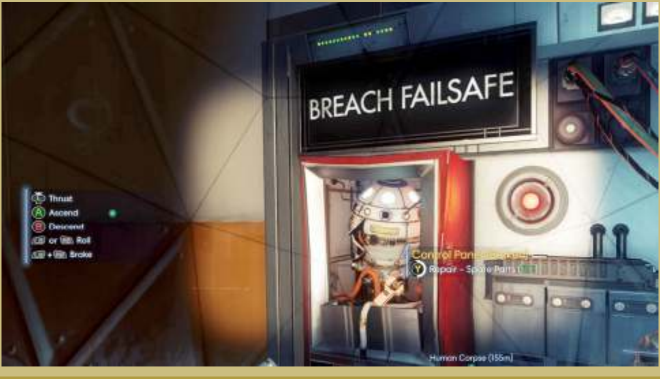




BREACH ACCESS

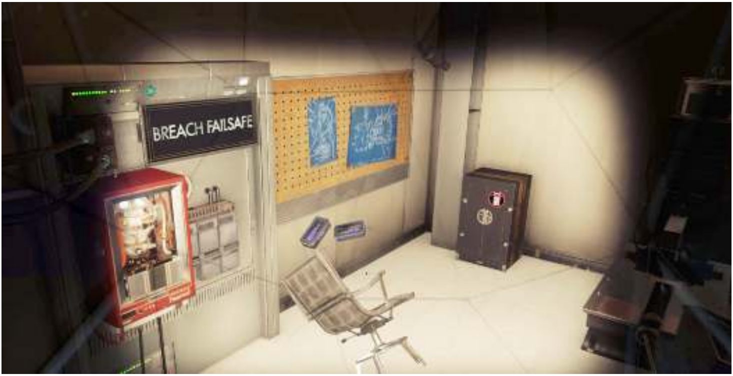
Objective Summary: An accident caused a breach in Hardware Labs. I've restored atmosphere to the breached hallway. Now I can get to the Beams and Waves lab.

After searching Dr. Calvino, look for the damaged breach failsafe on the nearby wall. If you possess the Repair II skill, you can fix this failsafe, giving you access to the Beams and Waves Lab inside the Hardware Labs. If you're short on spare parts, simply look around the Combustion lab. Several spare parts kits are floating around. Gaining access to the Beams and Waves lab is crucial, allowing you to retrieve the Q-Beam, a powerful energy weapon ideal for taking out Phantoms and more advanced threats.

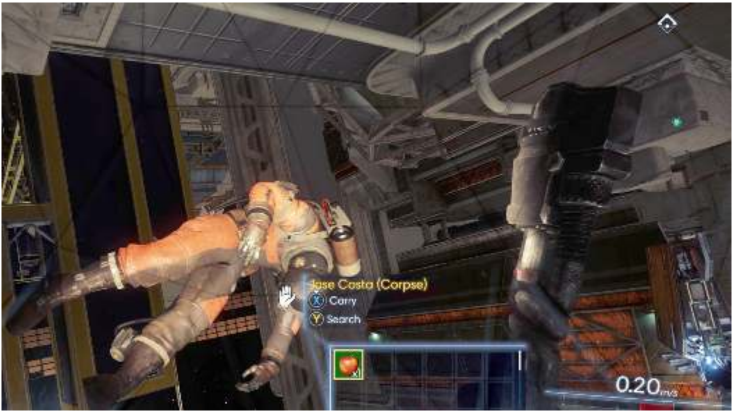


CHEMICAL LAB

A hole in the Combustion Lab’s floor allows you to search the Chemical Lab below. This lab was also compromised during the breach. Search the lab for supplies, including a few Psi Hypos. There’s also a safe in the corner of the lab that appears to have malfunctioned. However, it can still be hacked if you have the Hacking III skill.

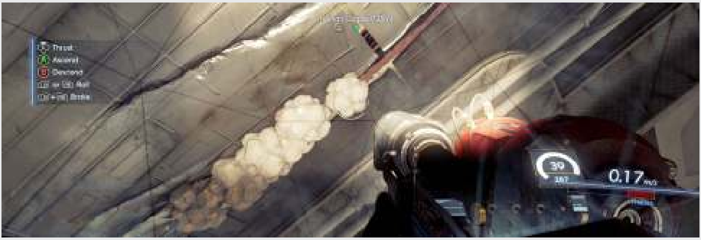


Before returning to Hardware Labs, consider exploring the station’s exterior a bit longer. A couple of nearby bodies can be searched. Use the waypoint markers to find Karisma Chouhan and Jose Costa and search them for supplies. When you’re finished exploring, follow the waypoint marker back to the Hardware Lab’s airlock. With Dr. Calvino’s keycard in hand, you can now access his workshop.



PSYCHOTRONICS HULL BREACH

There's a hull breach near Jose Costa's body. Look for a large linear gash in the hull with oxygen pouring out of the gash. Seal the breach with your GLOO Cannon to open access to Material Storage in Psychotronics. This also completes the requirements for the Million Dollar Caulk Gun optional objective (yet to be assigned).

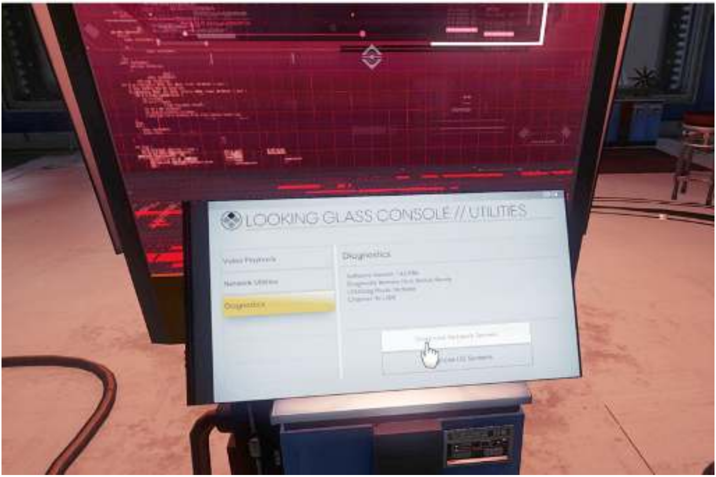


HARDWARE LABS

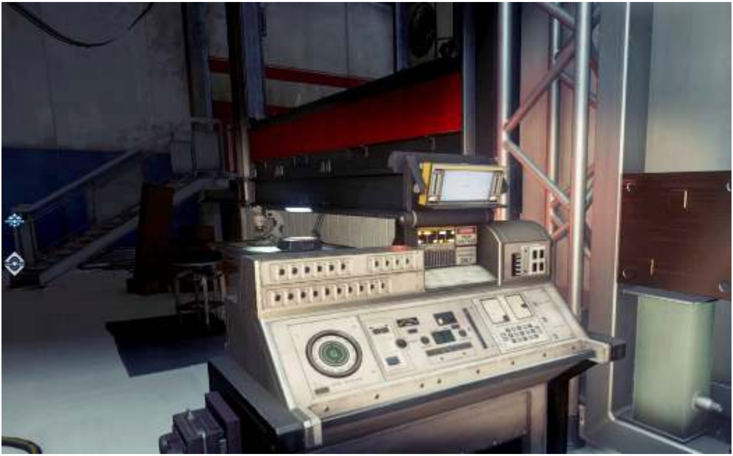
DR. CALVINO'S WORKSHOP

Notable Items:	Dr. Calvino’s Tumbler
	Neuromod (2)
	Keycard: Dr. Calvino’s Cabin

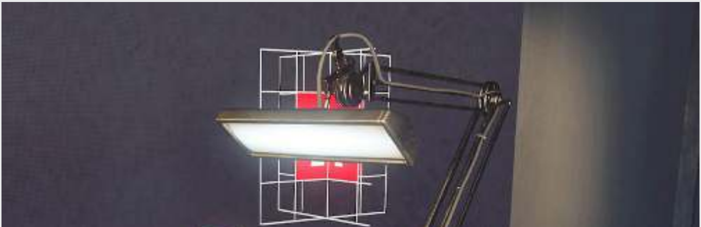
Back in the Hardware Labs, head to the atrium and use the newly acquired keycard to open the door to Dr. Calvino’s Workshop. Activate your flashlight and descend the steps into the workshop. You need to get the Looking Glass server back online to watch the rest of your video. Start by interacting with this console to restore power to Looking Glass (the cable running from this console connects to the Looking Glass console).

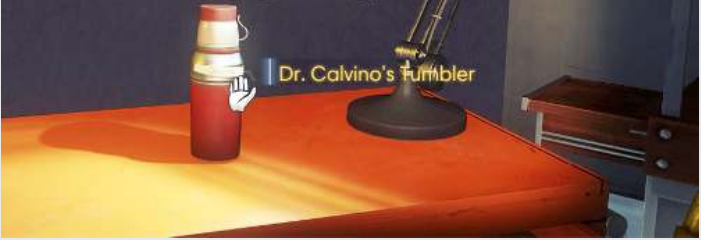


Now interact with the Looking Glass console in the center of the workshop. In the Diagnostics tab, choose Diagnose Network Servers to determine which server is disconnected. Make note of the server's name. Next, select the Network Utilities tab and select the name of the disconnected server to reconnect it. Once the connection is restored, you can now watch the rest of your video. However, you need to go back to your office in the Talos I Lobby to view it. While you're in the Looking Glass console, go ahead and watch a couple of videos, available in the Video Playback tab. The videos show Dr. Calvino working with his assistant, Miyu Okabe (you found her body in the atrium). Be sure to search the workshop for supplies before leaving.

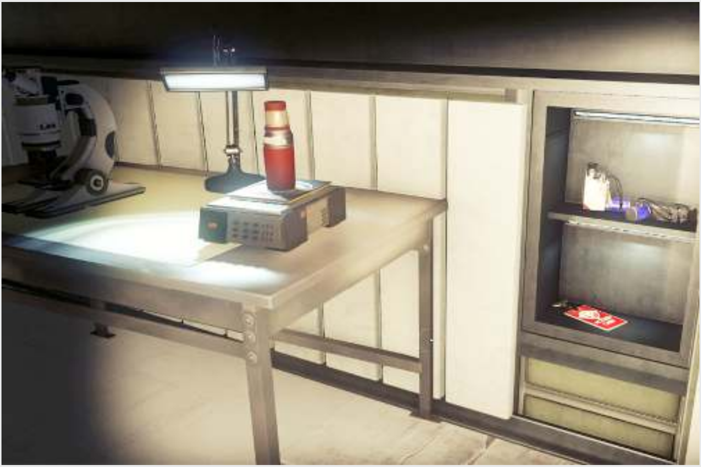


COFFEE BREAK





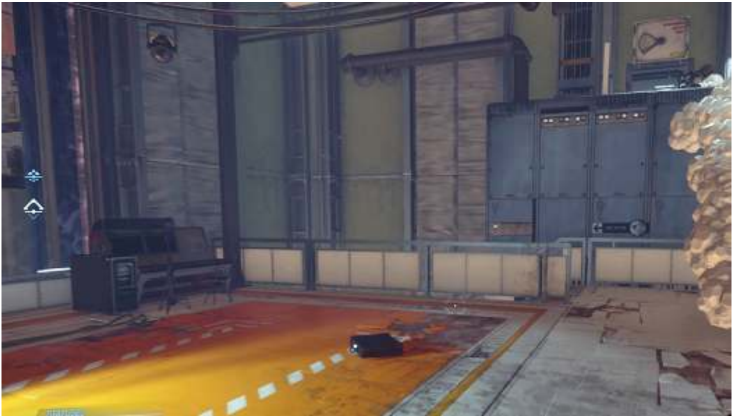
The Custom Travel Mug email on Calvino's workstation makes reference to a special travel mug weighing exactly 170 grams. Locate Dr. Calvino's tumbler, sitting on a toolbox in the corner of the workshop. Grab the tumbler and place it on the tabletop scale near the Looking Glass Station. This opens a secret compartment containing two Neuromods and the keycard to Dr. Calvino's cabin in Crew Quarters. Finding Calvino's secret stash unlocks the Coffee Break achievement/trophy.



DEMONSTRATION STAGE

Notable Items:
Neuromod (2)
GLOO Cannon
Audio Recording: Bring a GLOO Gun
Silenced Pistol
Huntress Boltcaster

After exiting Dr. Calvino's workshop, enter the neighboring door leading to the back half of the demonstration stage. This is where you witnessed Thaddeus York confront the Phantom. Search the briefcase on the stage to recover two Neuromods and some recycled material. Next climb the GLOO deposits to reach the ledge with York's body. Retrieve his TranScribe to obtain an audio recording. You don't need to take York's GLOO Cannon, but you can take the ammo loaded into the weapon. The adjoining maintenance access passage contains some spare parts and a Silenced Pistol.



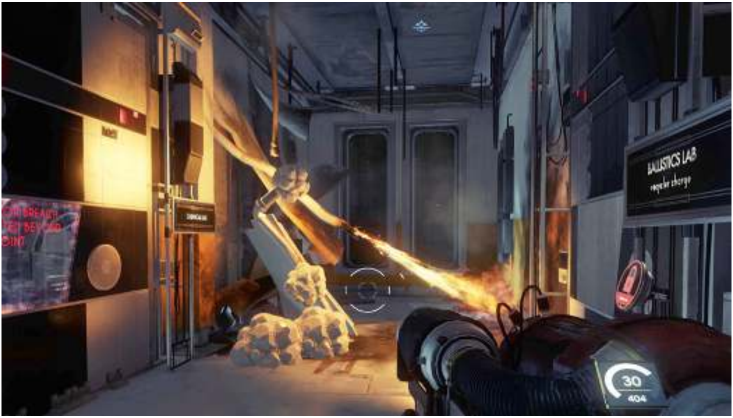
Return to the stage and descend the nearby staircase. Beware of the Phantom, still lurking beneath the stage. Equip your GLOO Cannon and hunt down the Phantom. Disable the Phantom with GLOO, then attack with your Silenced Pistol or wrench. This Phantom used to be Clive Lawrence. There are some supplies within the storage room beneath the stage. You can also find a Huntress Boltcaster and material fragments in the corridor outside. Feel free to use the nearby Recycler to consolidate your inventory. When you're finished searching the workshop, return to the atrium. You should explore one more area before returning to the Talos I Lobby.

Clive Lawrence

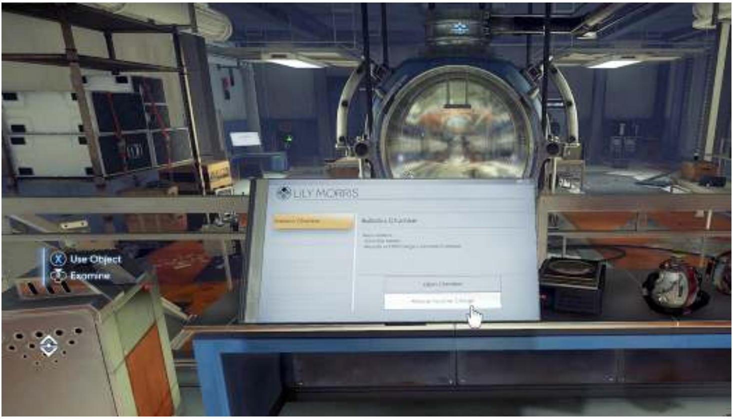
BALLISTICS LAB

Notable Items:	Keycard: Ballistics Lab
	Recycler Charge (2)

The door to the Ballistics Lab is locked, but a keycard is nearby on the body of Aime Schmidt. Before you can reach her body, you must first put out a fire, caused by a ruptured gas line. Use your GLOO Cannon to seal the line and extinguish the flames. Search Aime Schmidt's body to retrieve a keycard to the Ballistics Lab as well as a few other items, including a Recycler Charge. Recycler charges are hand thrown weapons similar to a grenade. When detonated, the charge breaks down the molecular structure of nearby objects into recyclable material—very dangerous, yet effective.



A large spherical chamber dominates the center of this lab. It's called the ballistics chamber, and it currently houses two Mimics. Access Lily Morris' workstation at the back of the lab, and select the Release Recycler Charge option from the screen. This causes a Recycler Charge to be released into the chamber, converting the Mimics into organic, mineral, and exotic material fragments. Interact with the workstation again to open the chamber and retrieve the material. A couple of Recycler Charges are sitting on the table next to Lily's workstation. Consider using the ballistics chamber to convert more items into recycled material.

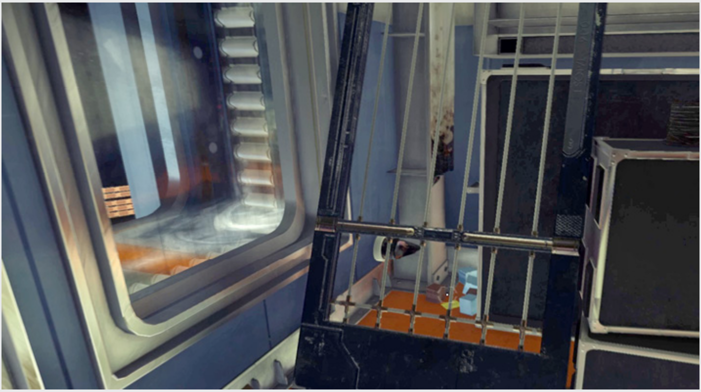


REDUCE, REUSE, RECYCLE

Pack the ballistics chamber with at least 20 objects. Then place a Recycler Charge in the grenade container next to the Lily Morris' workstation. If you manage to recycle 20 objects with a single Recycler Charge, you earn the Reduce, Reuse, Recycle achievement/trophy.

BALLISTICS LAB SAFE

Locate this grate in the corner of the Ballistics Lab. If you possess the Leverage I skill, you can move this grate to acquire a few mineral and synthetic blocks. There's also a note beneath the blocks revealing the code to the lab's safe. The safe contains more recycled material.

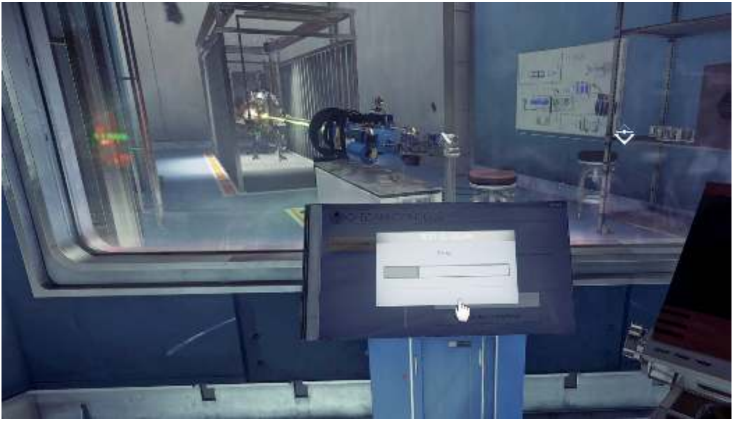


BEAMS AND WAVES LAB

Notable Items	Q-Beam

If you repaired the breach failsafe in the Combustion Lab during your spacewalk, you can now access the Beams and Waves Lab on the second floor. Entering the lab completes the Breach Access optional objective. As you enter, approach the Q-Beam console on the right. It appears the researchers have been working on a type of beam weapon. Select “Fire Q-Beam” and look up from the console to see the weapon in action inside the adjoining room. The weapon obliterates a Phantom trapped in the containment chamber.

After the Q-Beam has fired, select “Unlock Q-Beam” from the console to detach the weapon from its firing mount.



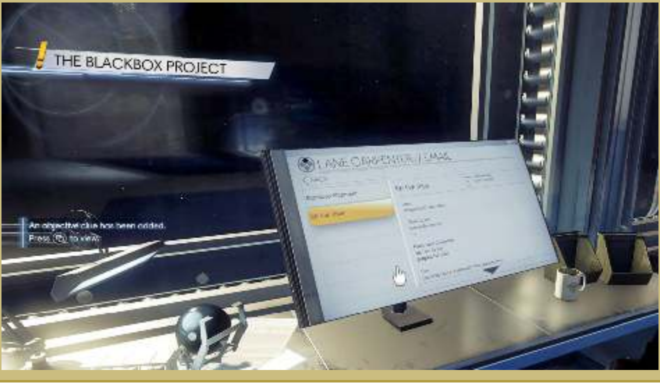
Enter the Q-Beam’s testing chamber and retrieve the weapon. The Q-Beam fires a concentrated beam of unstable particles that eventually cause targets to explode. The weapon requires Q-Beam cells to operate. A few Q-Beam cells can be found in the lab. You can also retrieve Q-Beam cells from destroyed Operators.

Q-BEAM
Video (90m)

THE BLACKBOX PROJECT

Objective Summary: I discovered information that Josh Dalton, a designer in the Hardware Labs, has gone missing. He was involved in something called the Blackbox project. Finding Josh Dalton may provide answers to what exactly the Blackbox project is. I could use a Security Station to track him down.

In the Beams and Waves Lab, access Lane Carpenter's workstation and read the Blackbox Shipment email. Station security reports there is a problem pertaining to some Blackbox equipment in the G.U.T.S. It never reached the Cargo Bay. Furthermore, security is unable to locate Josh Dalton, Lane's coworker. Other emails reveal Josh has accused Lane of stealing his work. Is there a connection? The Phantom trapped in the nearby Blackbox Project room is Lane Carpenter. Head to the nearest Security Station, in the foyer, and use it to locate Dalton. Apparently Josh Dalton is dead, and his body is located in the G.U.T.S. You'll need to revisit this objective once you reach the G.U.T.S.

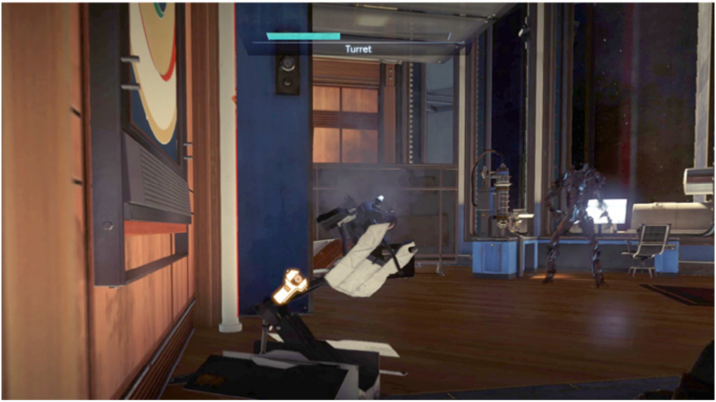


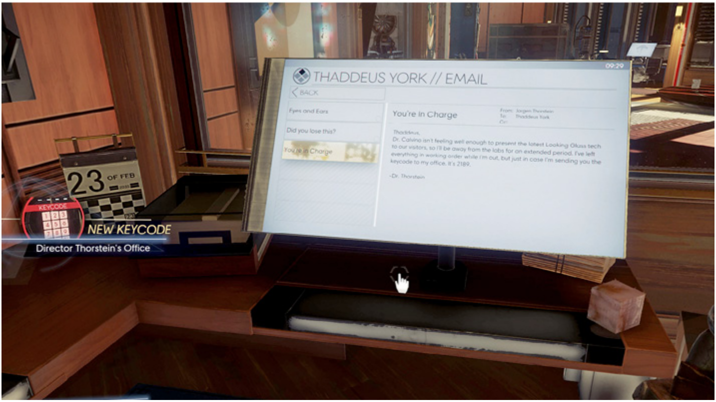
DIRECTOR THORSTEIN'S OFFICE

Notable Items:	Neuromod (2)	Recycler Charge (2)
	Weapon Upgrade Kit	GLOO Cannon
	Password: Small Scale Testing	Keycode: Machine Shop Supply Closet
	Keycode: Director Thorstein's Office	Keycard: Jorgen Thorstein's Cabin

While you're on the second floor of the atrium, proceed to the room with a large table. Watch for a Phantom patrolling this area—this is a good opportunity to try out the Q-Beam. Hold down the trigger to bombard the Phantom with unstable particles. Note how the Phantom's red health meter at the top of the HUD fills with green, from left to right. This indicates the number of unstable particles within the Phantom. Once the meter is completely green, the Phantom explodes. A broken turret is also near the entryway. If you possess the Repair II skill and some spare parts, you can fix it, allowing it to engage the

Phantom. Once you've dealt with the Phantom, locate Thaddeus York's workstation and access the email titled, "You're in Charge" to retrieve the keycode for director Thorstein's office. Punch the code into the locked door nearby to access a walkway above the foyer. The door to Thorstein's office is on the right.





THADDEUS YORK // EMAIL

You're in Charge

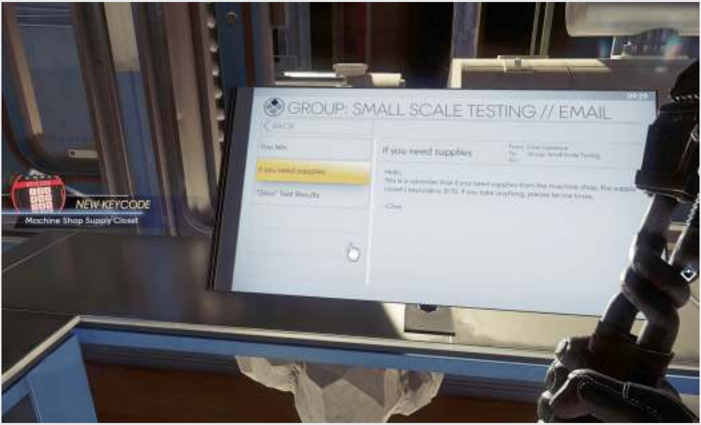
From: Jorgen Thorstein
To: Thaddeus York
Cc:

Thaddeus,
Dr. Calvino isn't feeling well enough to present the latest Looking Glass tech to our visitors, so I'll be away from the labs for an extended period. I've left everything in working order while I'm out, but just in case I'm sending you the keycode to my office. It's 2189.

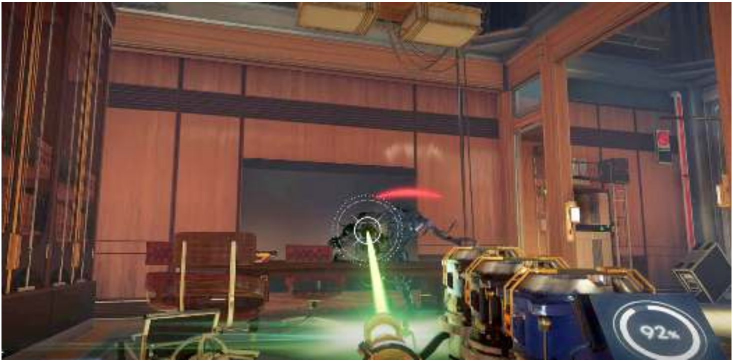
-Dr. Thorstein

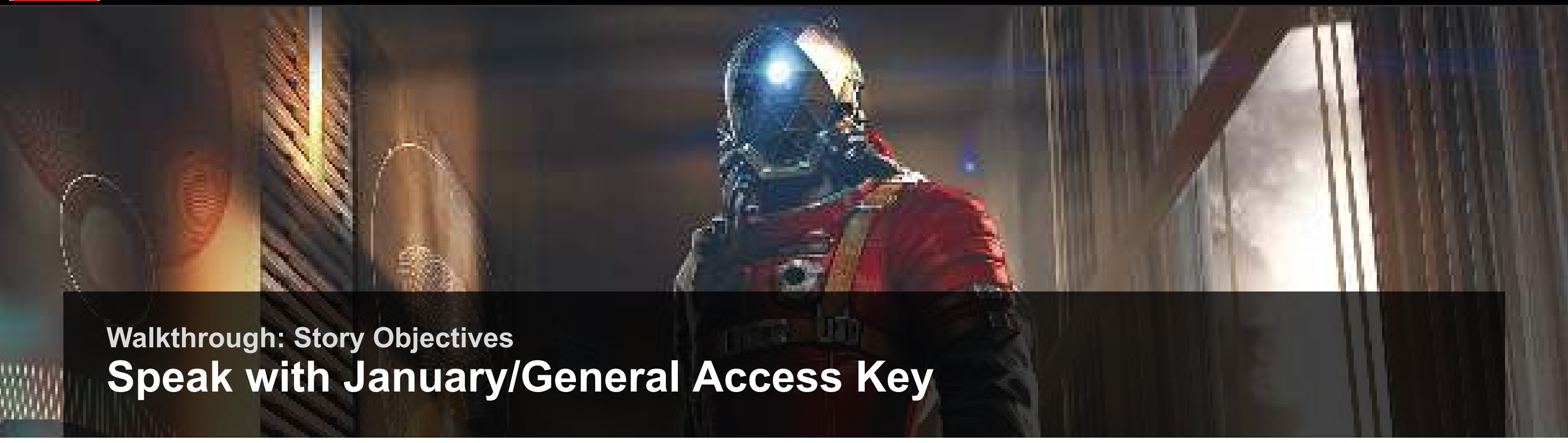
SMALL SCALE TESTING

The Small Scale Testing workstation is near the window. The password is written on a note on the floor. Read the "If You Need Supplies" email to retrieve the keycode to the Machine Shop's supply closet. While you're in the area, pay a visit to Mr. Glooey McGlooface, a snowman-like creation formed from GLOO and a few random items. Enter the adjoining breakroom to discover a Weapon Upgrade Kit and GLOO Cannon next to Nickie Tannar's body.


GROUP: SMALL SCALE TESTING // EMAIL
If you need supplies
"Gloo" Test Results
NEW KEYCODE
Machine Shop Supply Closet

Prepare to encounter a Phantom as you enter Thorstein’s office. This is actually Jorgen Thorstein. Immediately immobilize the Phantom with the GLOO Cannon and then switch to your Silenced Pistol or Q-Beam to finish it off. Alternatively, whack the immobilized Phantom with your wrench (you may need to apply more GLOO before you can safely kill the Phantom with melee strikes). The defeated Phantom drops a keycard to Thorstein’s cabin in the Crew Quarters. Search the office for a briefcase containing two Neuromods.





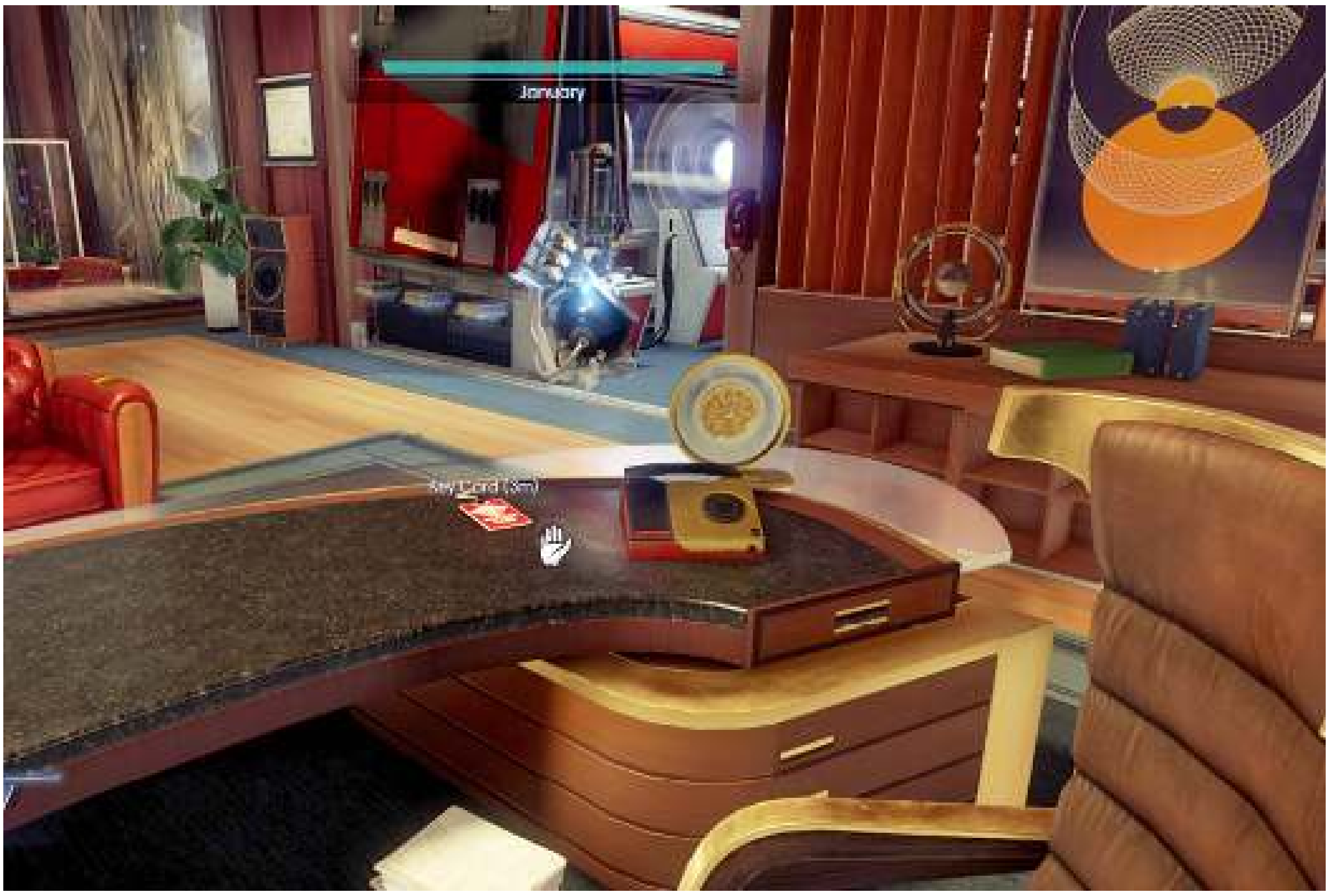
Walkthrough: Story Objectives

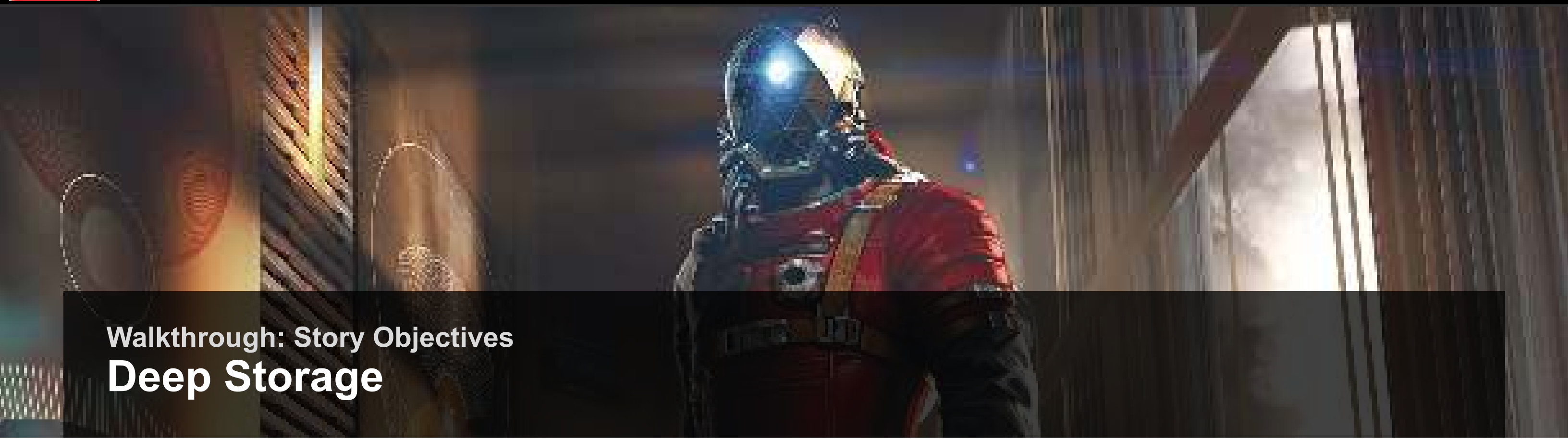
Speak with January/General Access Key

SPEAK WITH JANUARY/GENERAL ACCESS KEY

Alex detected my Looking Glass video before I could finish watching it. An Operator with my voice calling itself January claims it can help me figure out what's going on.

After watching the video, January emerges from the Operator dispenser in Morgan's adjoining workshop. January is a unique Operator, carrying all of Morgan's lost memories and knowledge. January helped free you from the simulation and ensured you saw the video. Now January will help you destroy Talos I. January reveals the station's self-destruct protocol is activated by two arming keys. Alex has the first arming key and you have the second. Although Alex destroyed your arming key, Morgan created a fabrication plan for a replacement, located in Deep Storage. January suggests using the station's main lift to access Deep Storage. The General Access keycard dispensed by January provides access to the main lift. Retrieve the card from Morgan's desk to complete the General Access Key optional objective. January also provides you with a Neuromod, triggering a new optional objective. Take the Neuromod to complete the Get the Neuromod objective. Before leaving Morgan's office, visit the Recycler to consolidate your inventory, converting junk into material blocks and fragments. If you're running low on ammo or Medkits, use the Fabricator to create more.





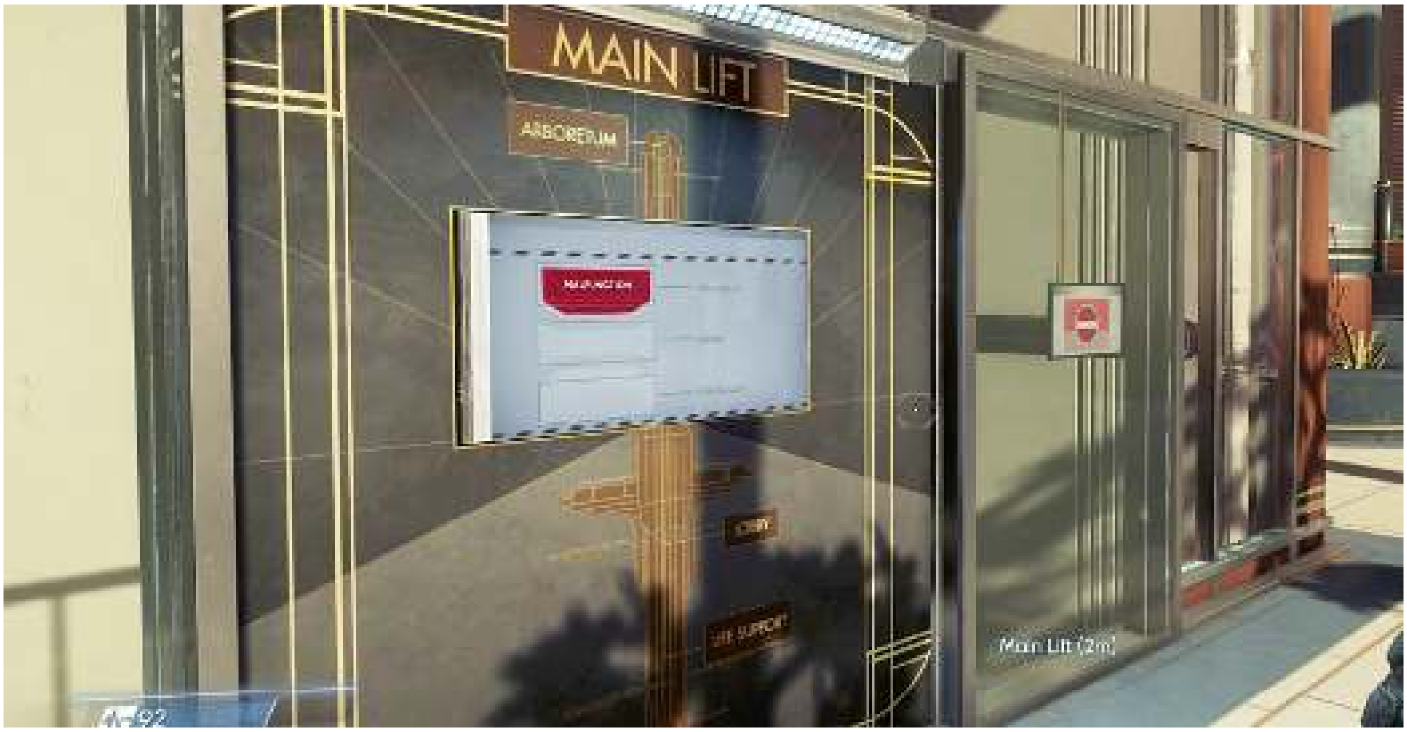
Walkthrough: Story Objectives

Deep Storage

DEEP STORAGE

The fabrication plan for my Arming Key is in Deep Storage. I'll need to take the elevator to the Arboretum in order to reach Deep Storage.

MAIN LIFT


MAIN LIFT
ARBORETUM
MALFUNCTION
LOBBY
LIFE SUPPORT
Main Lift (2m)

The main lift is on the first floor of the Talos I Lobby. Interact with the panel between the two elevator doors to call a lift. January reports there's something preventing the lift from descending. It's stuck at the top, in the Arboretum. January identifies an alternative route, through the Psychotronics lab—the very lab where the Typhon broke containment. January advises caution.

Walkthrough: Story Objectives

Detour

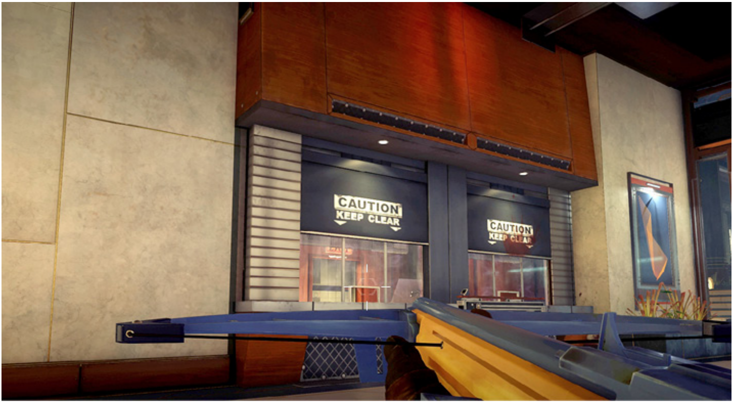
DETOUR

I need to make my way to Deep Storage, a data processing facility of the Arboretum. The main lift is inaccessible, but January says there's another way up. First I'll have to get through the Psychotronics lab.

SECURITY OFFICE

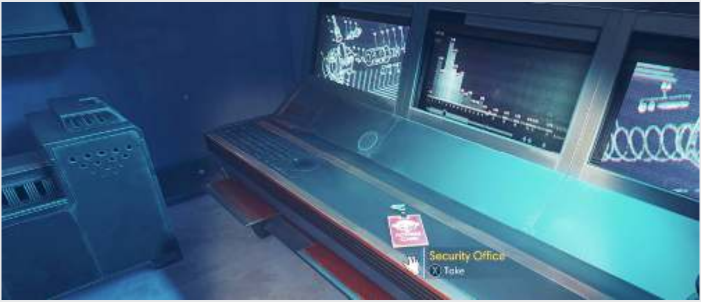
Notable Items:
Weapon Upgrade Kit
Shotgun
Keycode: Holding Room
Shotgun Shells Fabrication License
Recycler Charge
EMP Charge
Nullwave Transmitter

Before heading to the Psychotronics lab, take a moment to explore the rest of the Talos I Lobby. Start by heading to the Security Office, located near the Shuttlebay door. The door to the Security office is locked, but you can unlock it with a well-placed shot from the Huntress Boltcaster. First, locate the manual override button next to the door inside the security booth. Next, take aim through one of the openings in the security booth's window—you must crouch and back up to line-up the shot. Once you hit the button, the door at the back of the security booth opens. You can access the booth from the hall (labeled Security) near the stairway leading to Trauma Center and Staff Lounge.

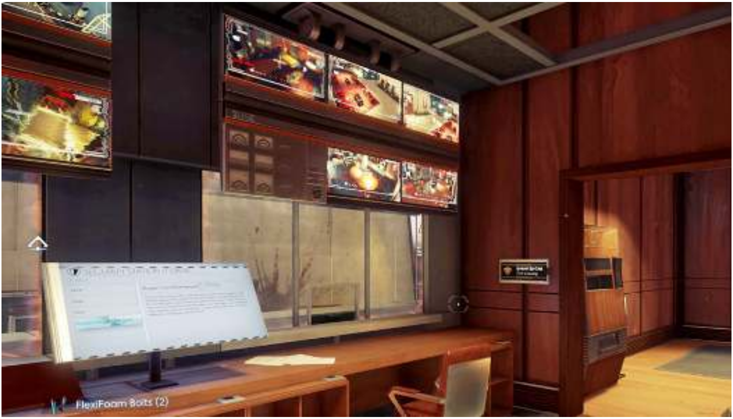


SECURITY OFFICE: ALTERNATIVE ENTRY

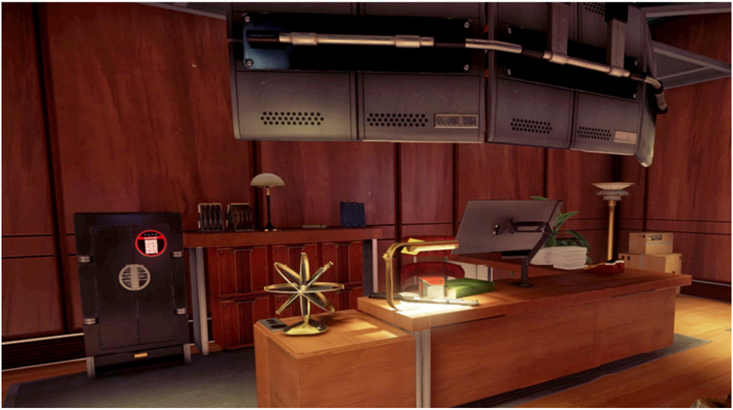
Instead of lobbing Flexifoam bolts through the security booth's window, you can retrieve the keycard to the Security Office in IT Security, located on the second floor. Access IT Security through Maintenance Access on the third floor (the main door is locked). From Maintenance Access, break the glass panels in the floor and drop down into IT Security from above. But watch out for the two Phantoms lurking inside IT Security. Sneak into Steve Folson's office and grab the keycard to the Security Office before making your escape. IT Security can also be entered from the second floor mezzanine—use code 0913 on the keypad.



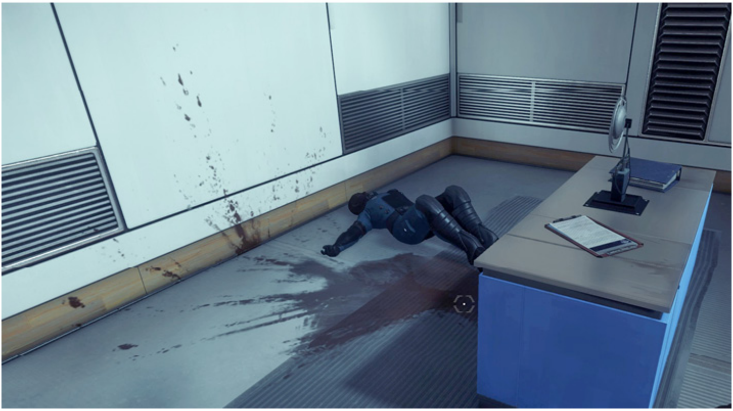
Access the security station inside the security booth and download the map to the lobby. Three emails from Nils Kjoergaard reveal that several people are trapped in the Shuttlebay requesting help from the station's security. The security booth contains a Weapon Upgrade Kit as well as the sheet for Elias Black's character in Fatal Fortress, a popular role playing game played by station personnel.



Sarah Elazar's office is adjacent to the security booth. Grab the shotgun on Sarah's desk. The shotgun is a powerful close-range weapon, ideal for dishing out heavy damage to Phantoms and other advanced Typhon entities. But unlike the Silenced Pistol, the shotgun is very loud.



Use it sparingly, only once you've been detected. An email on Sarah's workstation (from Alex) hints at a missing keycard labeled EP101—it sounds important. Retrieve the note attached to the lamp next to Sarah's workstation. The note contains the code to the nearby holding room: 1129. Open the safe near Sarah's desk by inputting the code: 0526. The safe contains a Shotgun Shells fabrication license as well as an EMP Charge, Recycler Charge, and a Nullwave Transmitter.

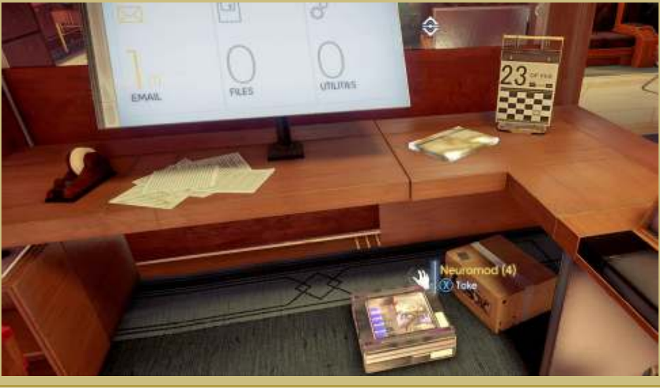


Unlock the door to the holding room using the code (1129) from the note on Sarah's desk. But be ready to confront a Mimic waiting inside. In addition to the Mimic, the room contains the body of Demetri Bowser. Bowser was present during the incident in the Simulations Lab. The note on the desk reveals information about unnumbered Neuromods in Yuri Kimura's office, trigging the optional Stolen Neuromods objective.

STOLEN NEUROMODS

Objective Summary: I discovered that Yuri Kimura, one of TranStar's Neuromod installers, has off-the-books Neuromods in her office in the lobby. I should recover them.

If you haven't discovered them already, head to the Sales Division (on the third floor) and retrieve the four Neuromods located beneath Yuri Kimura's desk. This is a sizable stash, well worth the time it takes to retrieve them. But beware of the Phantom roaming the Sales Division—the Phantom was once Yuri Kimura.



STAFF LOUNGE

Notable Items:	Audio Recording: This isn't a Drill Keycode: Pilot Lounge

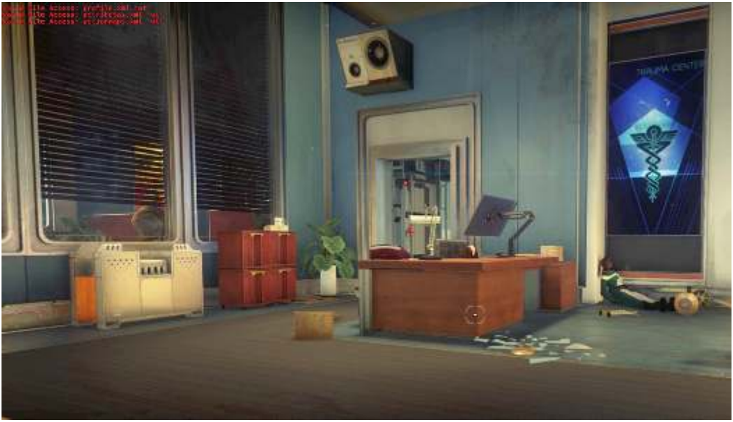
Access to the Staff Lounge is restricted due to a damaged door. But there's another way in. Return to your office on the third floor and turn to the large window overlooking the lobby. Shatter the window with your wrench and drop onto the second-floor balcony below, using your propulsion system to slow your descent. From this balcony, you can access the Staff Lounge as well as IT Security. But watch out for a Mimic hiding nearby.

This recreational room features a well-stocked kitchen and a Recycler. Several Mimics are also lurking about. Eliminate the Mimics then raid the kitchen for supplies. In the kitchen, you find the body of Octavia Figgs. Grab her TranScribe to retrieve another recording (This isn't a Drill). Listening to the recording reveals the keycode to the Pilot Lounge in the Shuttle Bay.

TRAUMA CENTER

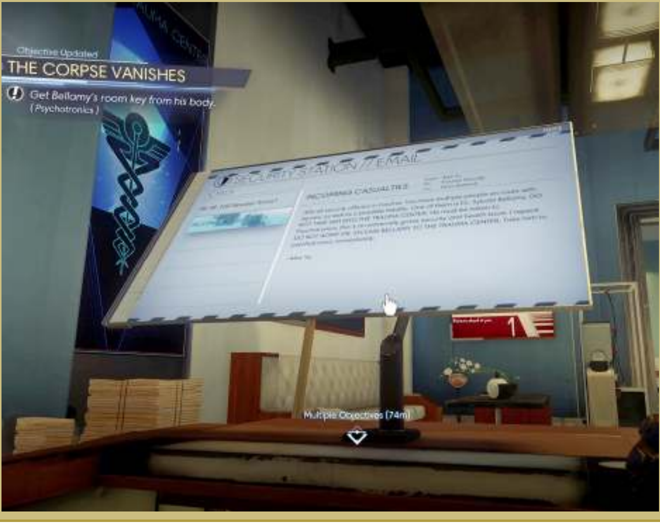
Notable Items:	Neuromod	Audio Recording: Session Log: Dr. Calvino
	Audio Recording: Session Log: Sarah Elazar	Audio Recording: Session Log: Danielle Sho
	Keycode: Psychotronics Access	Medkit Fabrication License

While the door to the Trauma Center is locked, the keycard can be retrieved from the reception desk on the first floor or from Bianca Goodwin's office on the third floor. But think twice before entering. The Trauma Center is patrolled by a Phantom and a Thermal Phantom. Make sure your weapons are fully loaded, particularly the Shotgun, GLOO Cannon, and Q-Beam. Access the terminal inside the waiting room. This is actually a security station allowing you to download a map of the lobby as well as track crew members.

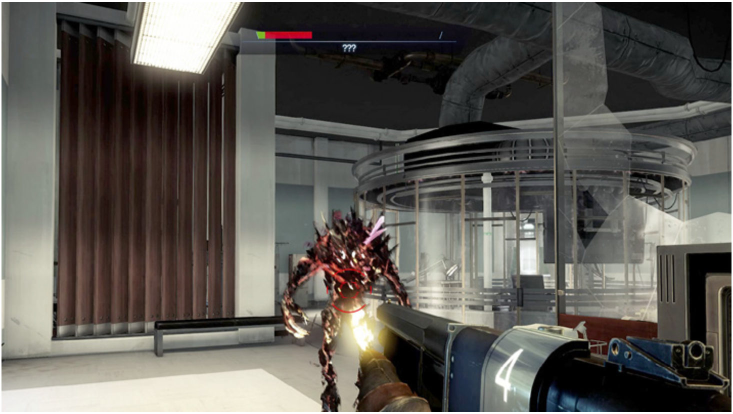


THE CORPSE VANISHES (CONTINUED)

While accessing the security station in the Trauma Center, read the "Incoming Casualties" email. This reveals Dr. Bellamy's body has been moved to Psychotronics under directions from Alex. Dr. Bellamy's tracking bracelet is located on the desk next to the security station. This objective can be resumed once your gain access to Psychotronics.

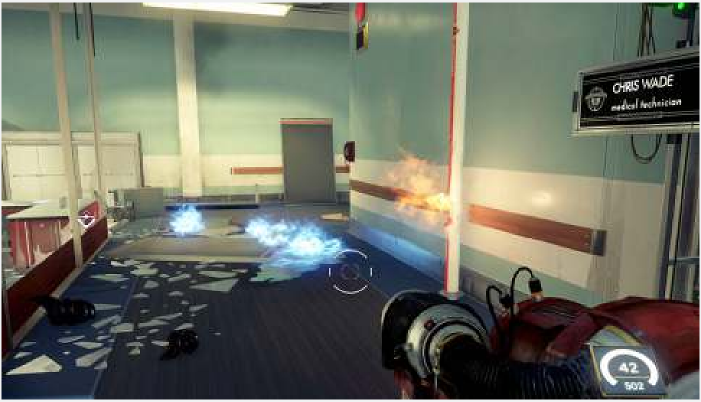

Objective Updated
THE CORPSE VANISHES
Get Bellamy's room key from his body.
(Psychotronics)
SECURITY STATION // EMAIL
INCOMING CASUALTIES
Multiple Objectives [74m]

Before exploring the rest of the Trauma Center, eliminate the Phantom and Thermal Phantom. Try to isolate and target the Phantom first, taking it out with the GLOO Cannon and Shotgun. Next, focus your attacks on the Thermal Phantom. This deadly Phantom variant relies on fiery area-of-effect (AoE) attacks. Keep moving to avoid getting scorched. The Thermal Phantom can be slowed with the GLOO Cannon, but you need to keep moving. Keep your distance and open fire with the Q-Beam. If your Q-Beam is running low on ammo, rely on the Shotgun to take down the Thermal Phantom.

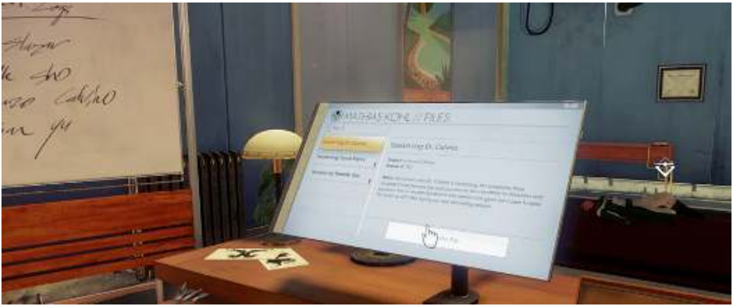


GAS LINES AND FLAMMABLE LIQUIDS

A fire has broken out in the Trauma Center caused by a ruptured gas line. Stay clear of open flames to avoid taking damage. Fortunately, you can put out fires using your GLOO Cannon. Start by sealing breaches in the gas line. Next, target the pool of flammable liquid to extinguish the blue-colored flames. Watch for gas lines and pools of flammable liquid in the future. Sometimes it's helpful to start fires in such areas to put a wall of flame between yourself and a Typhon pursuer.



Enter Mathias Kohl's office, Talos I's counselor. Search April McGuire's body (located near the doorway) for supplies. Then access Kohl's workstation. The Files tab contains audio recordings for three patients: Dr. Calvino, Sarah Elazar, and Danielle Sho. Transfer all three files to your TranScribe.

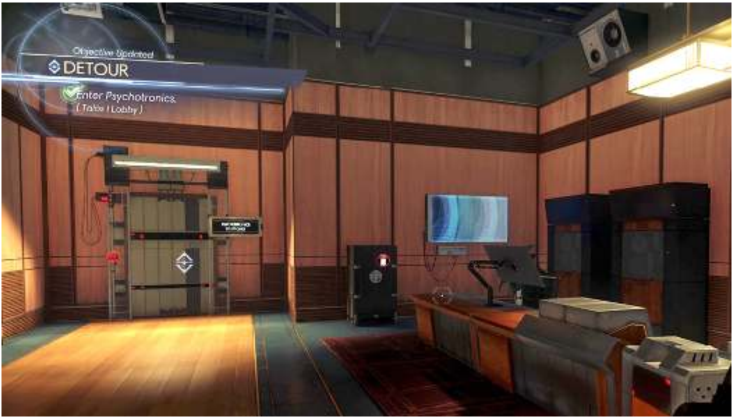


Locate Luther Glass' body in the chamber at the back of the Trauma Center. His body holds a single Neuromod. Nearby, access the Operator dispenser to deploy a Medical Operator. Talk to it to receive medical assistance, taking you to full health. When possible, make use of Medical Operators to heal—save Medkits and other health items for later. While you're in this area, search the various cabinets and deceased crew members for supplies. A fabrication license for Medkits is located near Regina Sellers' workstation, sitting next to a microscope.

PSYCHOTRONICS FOYER

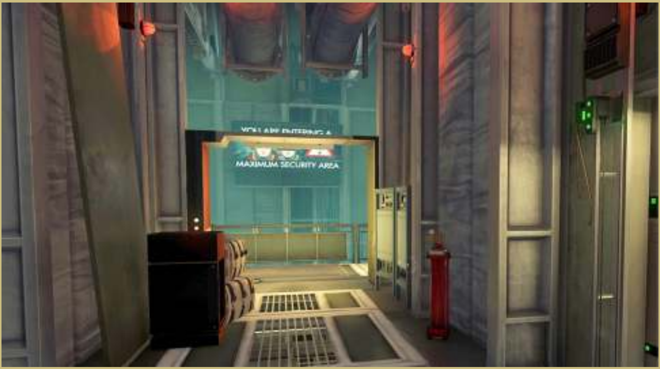
Notable Items:	Weapon Upgrade Kit
	Neuromod (4)
	Optional Objective: Who is December?

The General Access keycard opens the door to the Psychotronics Foyer, on the first floor. In addition to Elias Black's workstation, this room also contains a safe. While the safe's code isn't readily available, it can be hacked if you have the Hacking II skill. The safe contains a Weapon Upgrade Kit as well as four Neuromods. These contents alone make Hacking a worthwhile skill to add to your repertoire.



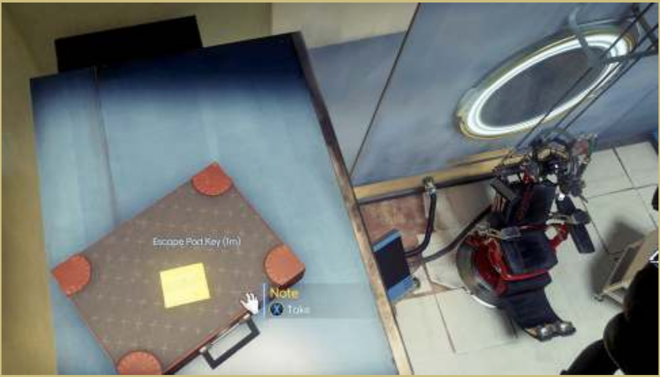
WHO IS DECEMBER?

Objective Summary: I've been contacted by another Operator named December. Like January, it has my voice. However, December's directive is to help me escape Talos I. It claims that before I lost my memory, I hid the key to Alex's private escape pod in the debriefing room of the Neuromod Division.



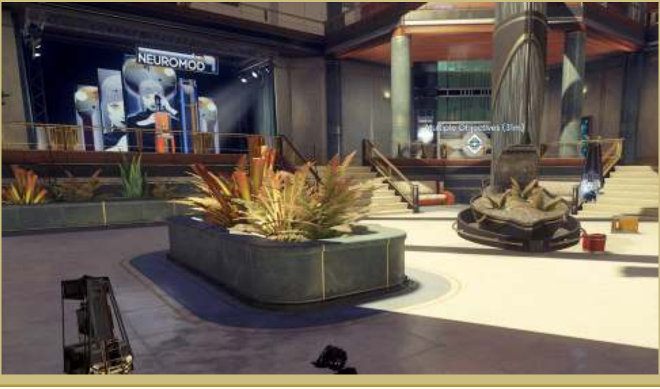
An Operator named December contacts you upon your entrance to the next corridor in the Psychotronics foyer. Unlike January, this Operator has instructions to help you escape the space station using Alex's escape pod. Taking on this optional objective requires you to backtrack through the Neuromod Division, where the game began. Consider doing this now, before continuing to Psychotronics. But be prepared to face more Typhon along the way.

Back in the Neuromod Division, head for the Simulation Debriefing room. Climb atop the tall console on the left side of the room to locate Alex's keycard. Instead of finding a keycard to Alex's escape pod, you find a note from Alex. It looks like he figured out what you were up to and removed the keycard. But there's still a briefcase here containing a number of supplies, including food and a Disruptor Stun Gun. December contacts you and asks to meet in the Neuromod Division's foyer.

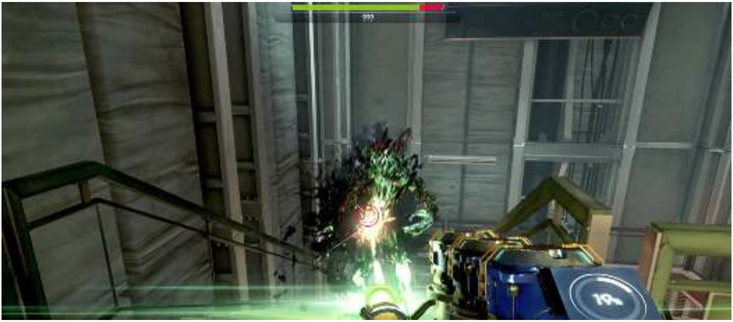


By the time you reach the foyer, January has already caught up and destroyed December. January urges you to continue with your path through G.U.T.S., insisting that Operators like December cannot be trusted. Search December's remains to retrieve a Neuromod and a note. The note reveals the code to Alex's office safe, located in the Arboretum.

Perhaps the escape pod's key is located in the safe? You can continue this objective once you obtain access to Alex's office.



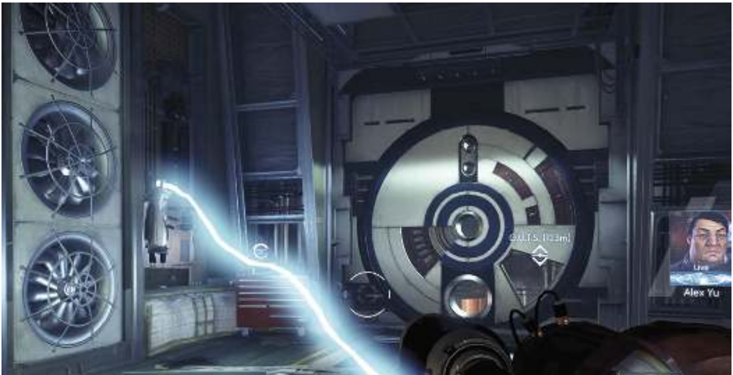
Back in the Psychotronics Foyer, advance through the corridor where December initially contacted you and cautiously descend a large stairwell. An Etheric Phantom (like the one you encountered in the Teleconferencing Center) is patrolling this stairwell. Given the tight confines of the stairwell, it's nearly impossible to sneak past this threat. So take aim with the Q-Beam and open fire. If the Q-Beam runs out of ammo, switch to the GLOO Cannon in an effort to immobilize the enemy. Then open fire with the Shotgun to finish the job.



Search the area around the base of the stairwell for more supplies. Then proceed to the door at the end of the corridor, leading to Psychotronics. Joel Weeks' body lies on the floor in front of the doorway. Search his body for supplies. Then interact with the door to enter Psychotronics.

PSYCHOTRONICS

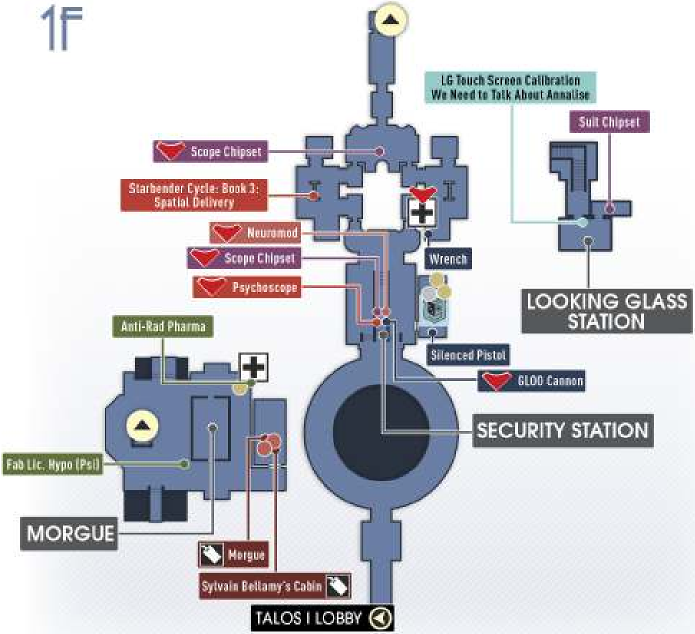
Since elevator access to the Arboretum is currently unavailable, January plotted an alternative route through the Psychotronics Lab. From here you can access the Gravity Utility Tunnel System (G.U.T.S.) and proceed to the Arboretum, at the top of the station. But Psychotronics isn't safe—this is where the Typhon first broke containment. Arcs of electricity intermittently block your path, crackling from a damaged electrical junction on the corridor's left side. Hit the electrical junction with your GLOO Cannon. This temporarily halts the electrical arcs, allowing you to pass through the door at the end of the corridor. If you have spare parts and the Repair II skill, you can fix this electrical junction.



MAP LEGEND

- ● Audio Recording
- ● Chipset
- ● Neuromod
- ● Safe
- ● Turret
- ● Weapon Upgrade Kit
- ▨ Fabricator
- ▲ Grav Shaft
- ▨ Keycard
- ◀ Level Transition
- ✚ Medkit
- ⬍ Object Above/Below
- ▨ Operator Dispenser
- ▨ Recycler
- ▨ Security Station

1F



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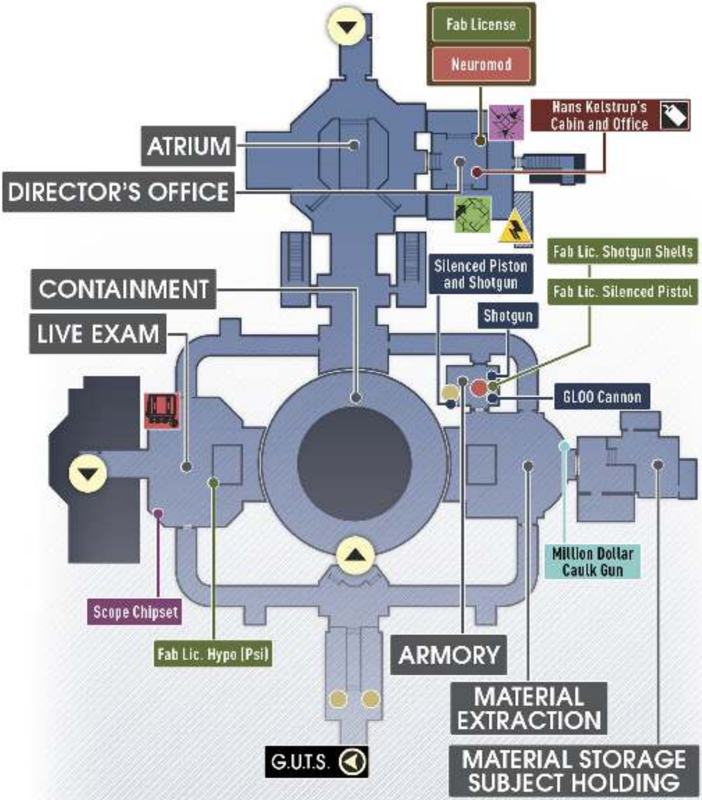
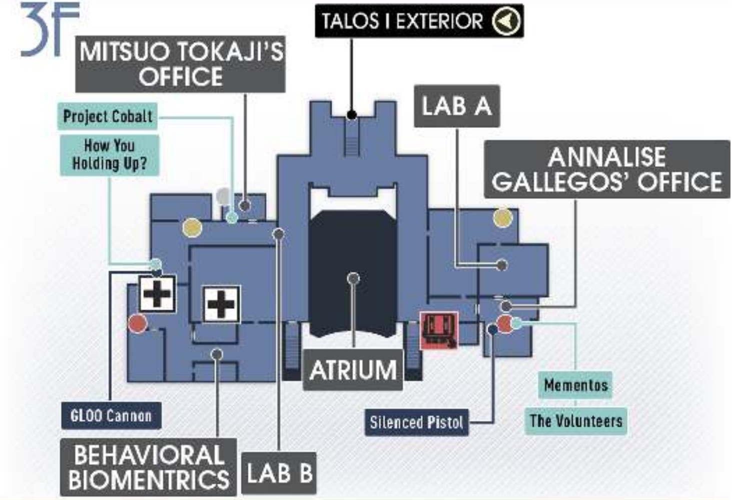
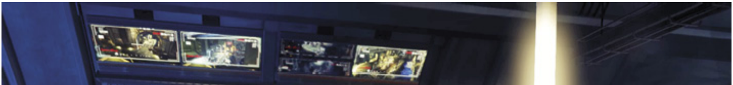




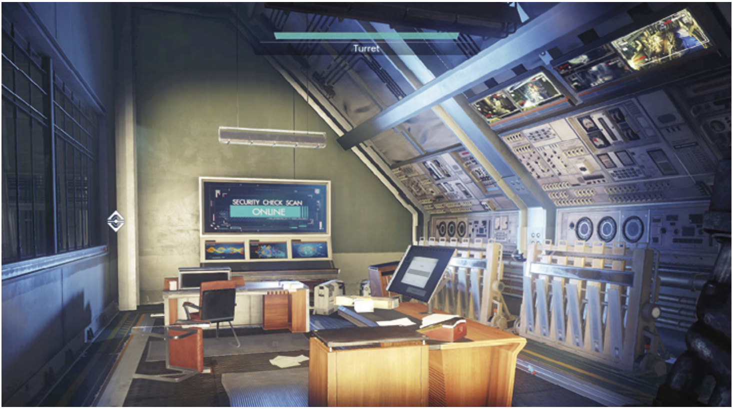
SECURITY CHECKPOINT

Notable Items:
Weapon Upgrade Kit
Silenced Pistol
Turret (2)

Just beyond the door is a large circular room with perimeter paths, both leading to a security checkpoint. Watch out for Mimics lurking about this area. The door to the security booth is locked, but you can hack it if you possess the Hacking II skill. Otherwise, break the window to the door's left using your wrench. Next, take aim at the security station inside using your Huntress Boltcaster. First, shoot the Utilities tab on the screen. Next, shoot the button at the bottom of the screen to unlock the security booth's door.

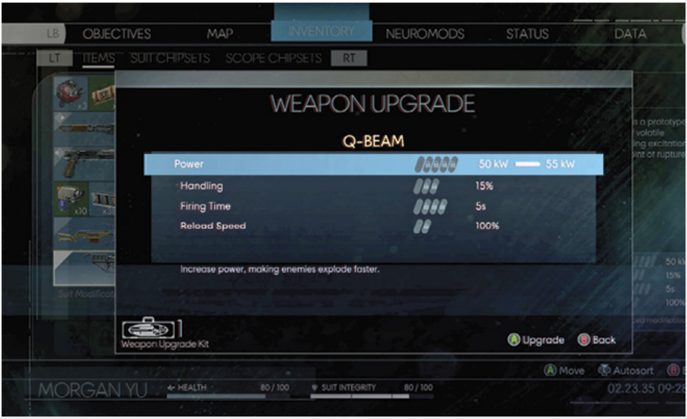


Once inside the security booth, access the security station and download the Psychotronics map to your TranScribe. There's also an interesting email from Hans Kelstrup ordering security to apprehend Dr. Gallegos—this might be worth looking into. Next, search the booth for supplies, including some ammo and a Weapon Upgrade Kit. Two turrets are also inside the security booth. Deploy one outside the security booth and take the other one with you.



Q-BEAM UPGRADES

As you retrieve Weapon Upgrade Kits, consider using them to upgrade your Q-Beam. Initially, focus on the Power and Firing Time upgrades. Once fully upgraded, this already-powerful weapon becomes indispensable as you encounter advanced Typhon entities. To fully upgrade the weapon, you must invest Neuromods in the Lab Tech I and Lab Tech II skills. However, it's still important to use the Q-Beam sparingly, as ammo for this experimental weapon is extremely scarce.



WEAPON UPGRADE

Q-BEAM

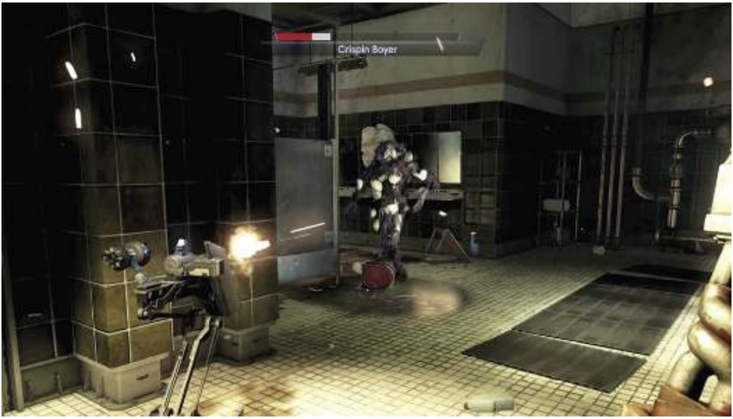
Power	50 kW ━ 55 kW
Handling	15%
Firing Time	5s
Reload Speed	100%

Increase power, making enemies explode faster.

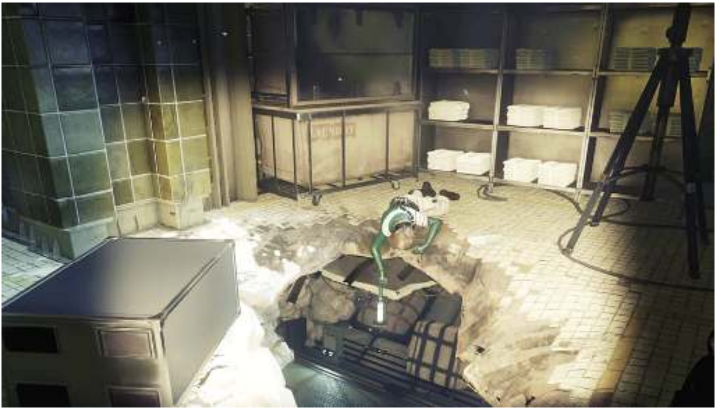
CLEAN ROOM PREPARATION

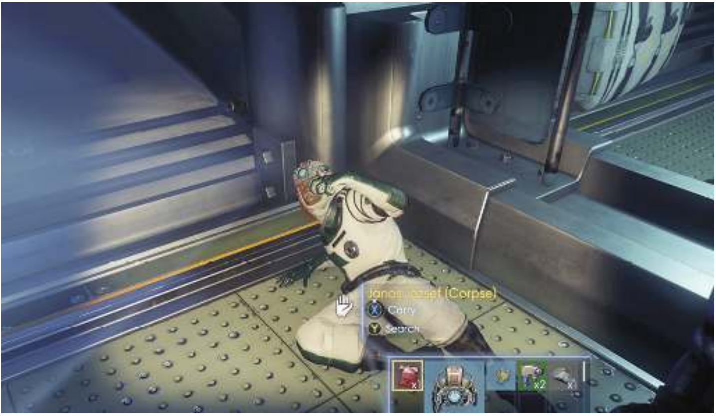
Notable Items:	GLOO Cannon	Psychoscope
	Neuromod (2)	The Starbender Cycle: Book 3

The corridor beyond the security checkpoint branches to the left and right. Both paths lead to locker rooms where station personnel prepared for entry into Psychotronics. The path to the right, leading into the men’s locker room, is blocked. But the path through the women’s locker room on the left is clear. Deploy one of the turrets from the security booth outside the women’s locker room before entering. There’s a Phantom inside the women’s locker room. Lure it outside so the turret can eliminate it. Be sure to read the third volume of The Starbender Cycle in the women’s locker room before moving on.



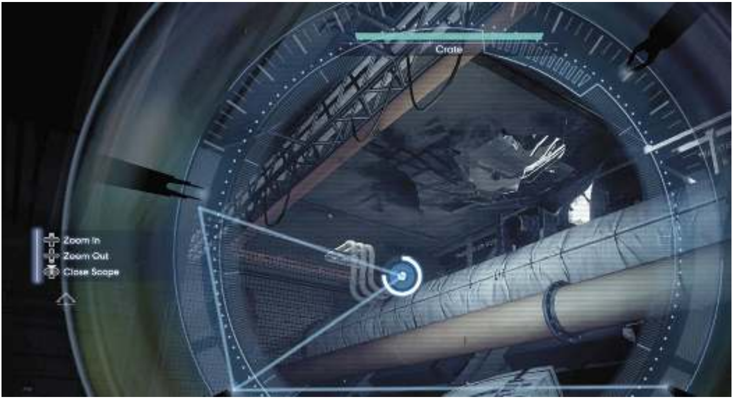
Beyond the women's locker room is the decontamination chamber. However, entrance is denied until you obtain a Psychoscope. Grab your turret and enter the men's locker room, through the unobstructed exit nearby. Deploy the turret inside the men's locker room and locate a hole in the floor. Allison Brady's body lies next to the breach. Search Allison Brady's body for supplies then drop through the hole in the floor.





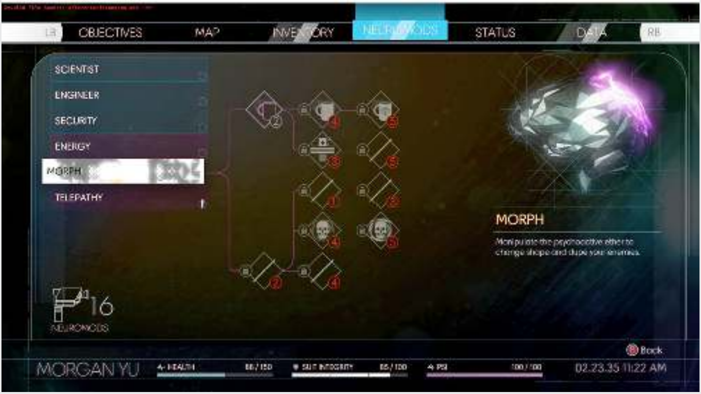
Turn on your flashlight and search the cramped maintenance tunnel beneath the men's locker room. A few Mimics are down here, so be ready to whack them with your wrench. Locate Janos Joszef's body—he's wearing a Psychoscope on his head. Search Joszef's body to retrieve the Psychoscope and other supplies, including two Neuromods.

The Psychoscope is an optical device used to scan Typhon organisms. Scanning Typhon reveals new abilities you can acquire by installing Neuromods. While keeping the Psychoscope active, retrace your steps to the hole in the men's locker room floor. Just above, you can spot more Mimics and a Phantom (assuming your turret hasn't already taken them out). Center an enemy in the Psychoscope as it automatically conducts a scan. Once the scan is complete, the Typhon's weaknesses, immunities, and powers are revealed. Scanning a Mimic reveals the Mimic Matter I ability, allowing you to temporarily transform yourself into a small object.



TYPHON ABILITIES

Scanning Typhon organisms with the Psychoscope is sufficient for revealing Typhon abilities, which appear on your TranScribe's Neuromod interface. But you must invest Neuromods into these abilities before you can use them. Typhon abilities consume Psi energy. Your Psi meter appears on the HUD, just beneath the suit integrity meter. Psi can be replenished by consuming Psi Hypos—these function similarly as Medkits and can be quickly activated through the Favorites Wheel.



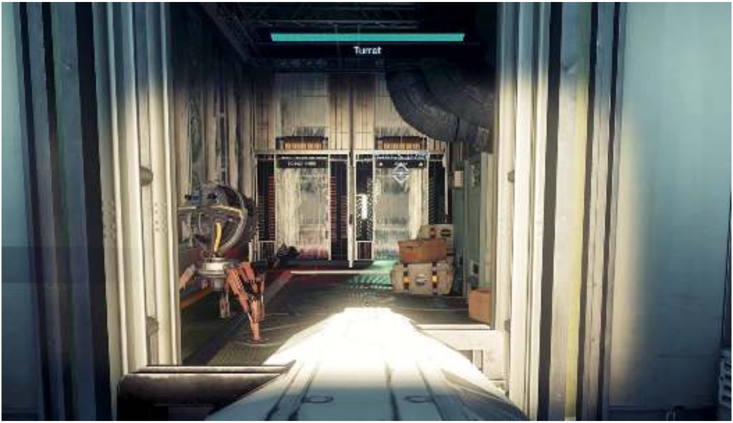
Manipulate the psychoactive ether to change shape and dupe your enemies.

TURRET AI

Up to this point, turrets have been your best friend. But all that can change if you invest too heavily in Typhon abilities—turrets will be unable to distinguish you from Typhon organisms and attack. If you invest in one Typhon ability, like Mimic Matter I, turrets will still consider you friendly. If you invest in two or more Typhon abilities, turrets will declare you hostile and open fire upon detecting your presence. You can reset a hostile turret's detection parameters by hacking them, requiring the Hacking II ability. So before selecting more than one Typhon ability, make sure you have Hacking II. This allows you to continue utilizing turrets without posing a risk to yourself.

DECONTAMINATION

Climb out of the hole in the men's locker room and eliminate any Mimics or Phantoms that haven't been killed by your turret. Proceed to the decontamination chamber. Now that you've obtained a Psychoscope, you can enter. After passing through the decontamination chamber, search the body of Steven Mueller near the Grav Shaft. There may also be a Science Operator in this area—be sure to scan it with the Psychoscope to reveal more information. Similar to Medical and Engineer Operators, you can talk to Science Operators to replenish your Psi meter. When you're ready to move along, enter the Grav Shaft and ride it up to the Atrium.

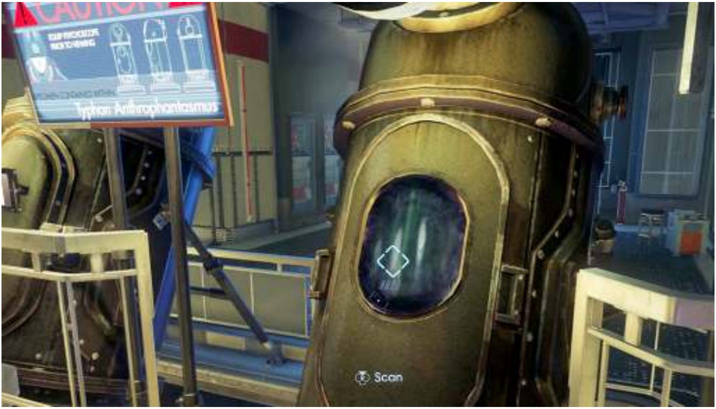


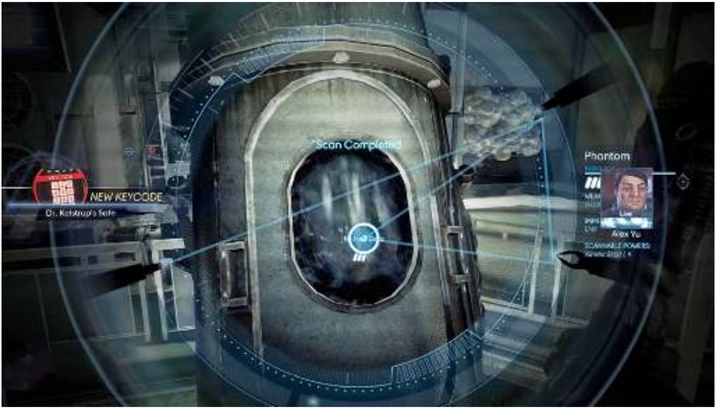
ATRIUM

Notable Items	Keycode: Dr. Kelstrup's Safe

Alex contacts you upon entrance to the Atrium. While Alex isn't thrilled with your decision to follow January's directives, he is your big brother and doesn't want to see you get hurt. He needs you to calibrate your Psychoscope by scanning the Phantoms in the nearby containment chambers.

Investigate the four containment chambers in the center of the Atrium. Three of the chambers contain a Phantom. Some of the chambers have a lowered containment shield that must be lifted before you can scan the Phantom within. Interact with the screen on the containment shield to raise it. Scan the Phantoms in the chambers to update your research. You must scan a total of four separate Phantoms to complete the research on this organism. Once Phantom research is complete, you can use Neuromods to obtain Kinetic Blast I and Kinetic Blast II. The Kinetic Blast abilities allow you to use Psi energy to launch a directed psychic attack on enemies, just like the Phantom's ranged attack. Scanning captive Typhon organisms is much safer than scanning ones that have escaped. So as you proceed through Psychotronics, take advantage of the Typhon still under containment, scanning them with the Psychoscope to advance your research. After scanning the Phantoms, Alex passes along the keycode to Dr. Kelstrup's safe, certain Kelstrup has Neuromods stashed in there. He wants you to use the Neuromods to install a Typhon ability. Alex feels this is crucial for survival. This triggers the start of another optional objective.





DR. KELSTRUP'S NEUROMODS

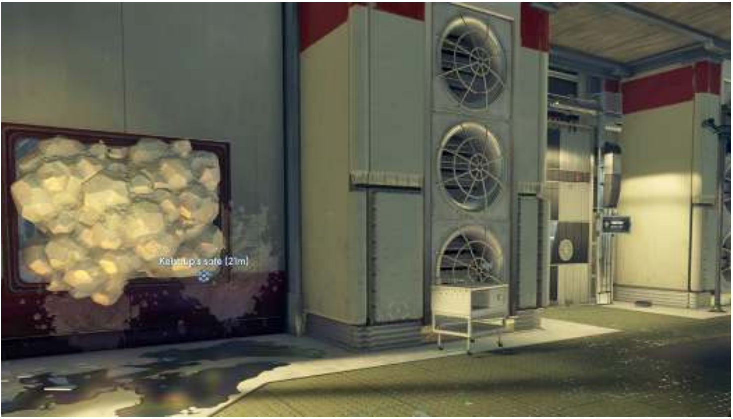
Objective Summary: Alex sent me a code for Dr. Kelstrup's safe. I should collect the Neuromods he says are inside.

Dr. Kelstrup's safe is located in his office, just off the Atrium. But before heading for Kelstrup's office, take a moment to explore the Atrium.

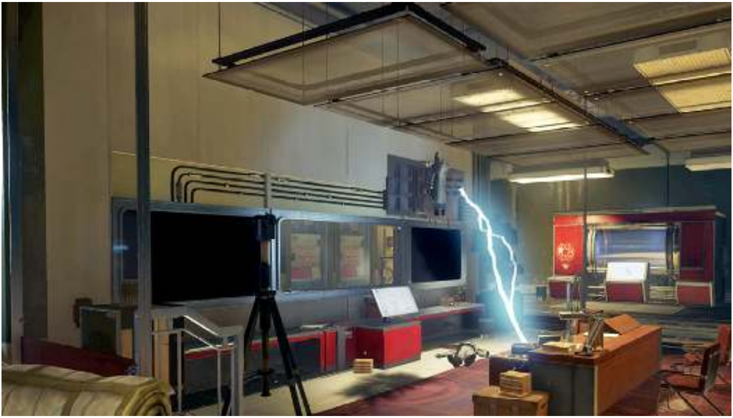
DIRECTOR'S OFFICE

Notable Items:
Neuromod Fabrication License
Neuromod (2)
Keycard: Hans Kelstrup's Cabin
Keycard: Director Kelstrup's Office

After exploring the Atrium, turn to Dr. Kelstrup's office. While the door to the office is locked, you can get in through one of the two windows, flanking the entrance. Use your wrench to shatter the GLOO deposits sealing the windows. Once the GLOO is out of your way, hop through the window.

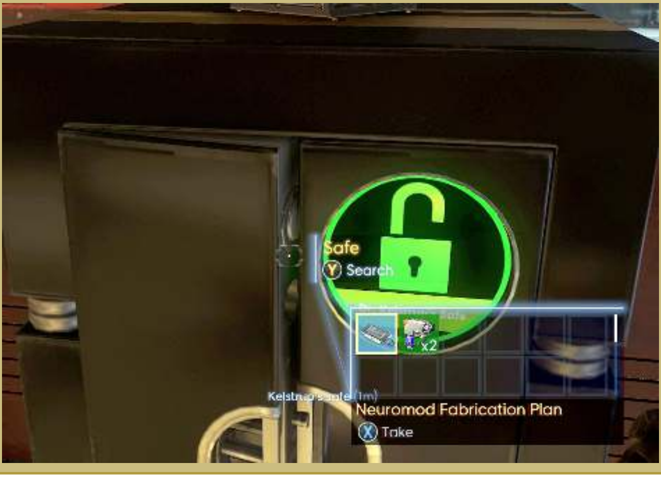


Dr. Kelstrup's office is large, reflecting his status as the director of Psychotronics. It contains its own Recycler and Fabricator, the only such devices in this lab. Before you explore the office, repair the damaged electrical junction above Dr. Kelstrup's body. Otherwise, you'll take damage from the arcs of electricity. Smother the electrical junction with GLOO, then perform repairs. Alternatively, you can access the Power Kiosk in the back of the office (accessible through a maintenance access panel) to shut down the power before making repairs. However, power will need to be restored through the Power Kiosk if you wish to access Kelstrup's workstation, Recycler, and Fabricator.

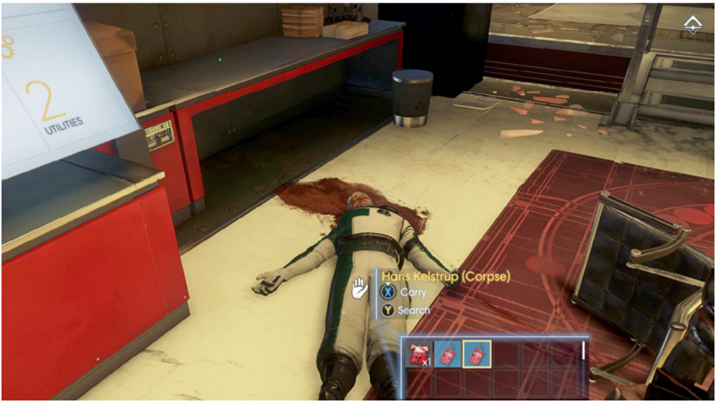


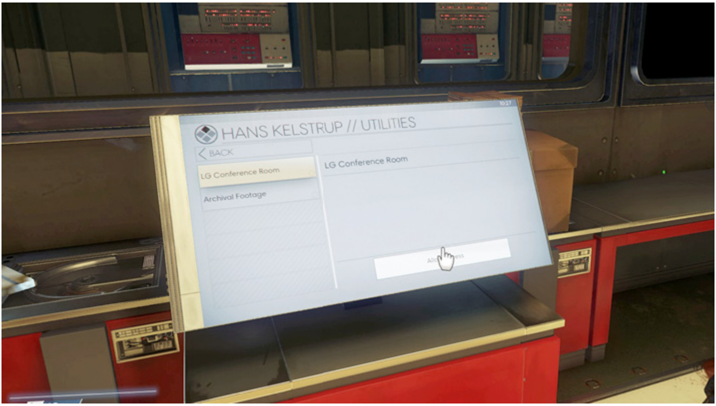
DR. KELSTRUP'S NEUROMODS (CONTINUED)

Complete this optional objective by opening Dr. Kelstrup's safe with the input code (7993) Alex sent you. The safe contains a fabrication license for Neuromods as well as two Neuromods. Using the fabrication license you can now manufacture your own Neuromods.



Access Dr. Kelstrup's workstation. In the Utilities tab, select LG Conference Room and press the "Allow Access" button. This opens a secret doorway leading to Kelstrup's Looking Glass station. Still in Utilities, view the archival footage to watch two separate videos showing humanity's first, disastrous contact with the Typhon. There are also some revealing emails on Kelstrup's workstation, including one from Alex about Dr. Gallegos. Dr. Kelstrup's body lies on the floor, not far from his workstation. Search his body to retrieve two keycards: one for his office and one for his cabin, located in Crew Quarters.





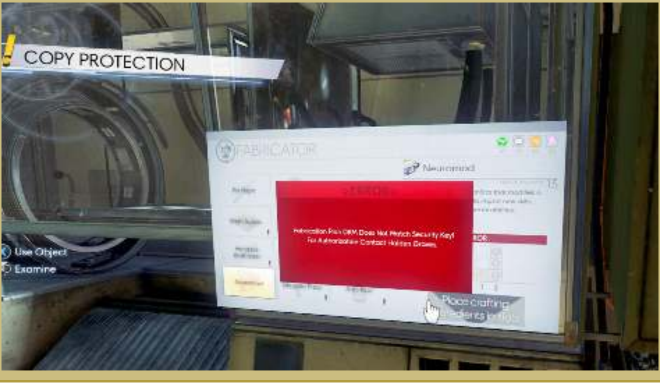
Now that you can create your own Neuromods, go to work by fabricating a few. Start by recycling any junk in your inventory (using the Recycler), then access the Fabricator. It takes one organic block, one mineral block, one synthetic block, and three exotic blocks to fabricate a single Neuromod—this is why it's so important to collect junk and harvest Typhon organs. You can create up to seven Neuromods using the fabrication license. But after that, an error occurs, triggering an optional objective.

Use Object
Examine
Neuromod

COPY PROTECTION

Objective Summary: Lead Neuromod Engineer Halden Graves revoked all Neuromod fabrication licenses. I need to find his office and figure out how to reset the licenses if I ever want to make another Neuromod.

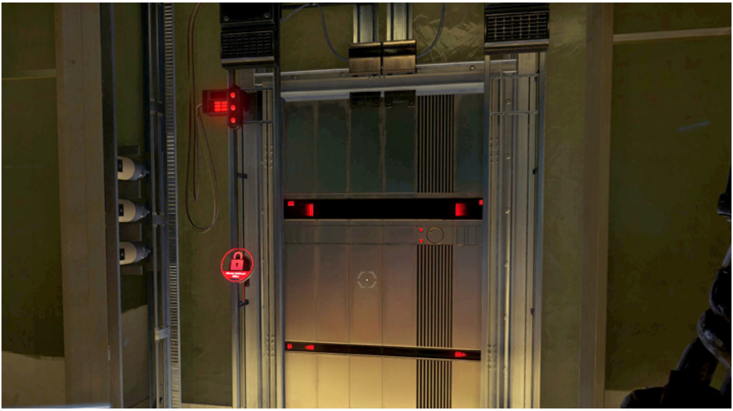
When an error occurs while trying to manufacture more Neuromods, Alex informs you that Halden Graves has limited the number of Neuromods that can be fabricated. You'll need to locate Graves' office in the Neuromod Division and reset the license so you can fabricate more Neuromods. For now, stay in Psychotronics. You can revisit the Neuromod Division later.



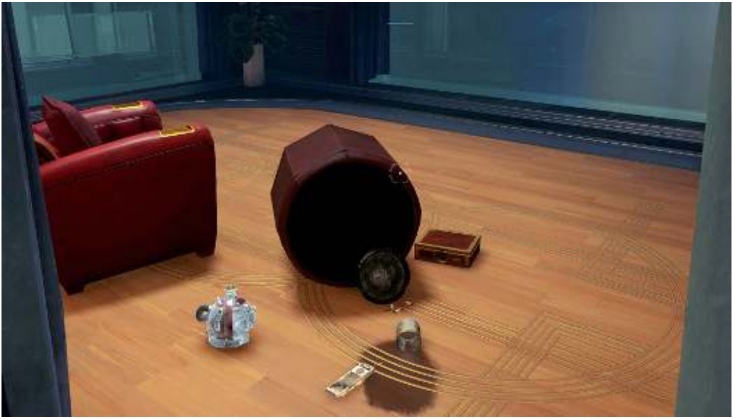
LOOKING GLASS STATION

Notable Items:
Audio Recording: LG Touch Screen Calibration
Audio Recording: We Need to Talk About Annalise
Suit Chipset
Recycler Charge

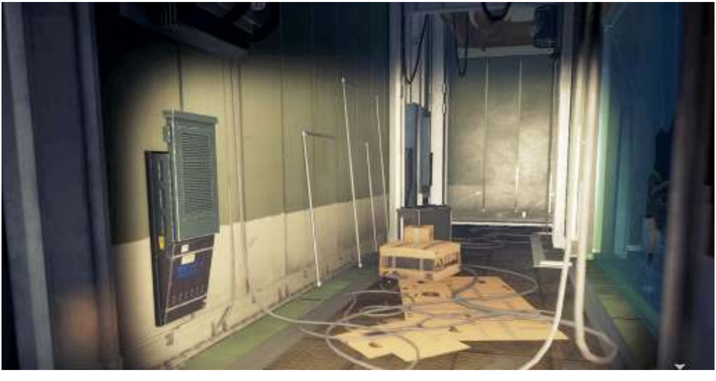
Locate the locked door at the back of Dr. Kelstrup's office, to the right of the Fabricator. This is the secret door you revealed from his workstation. Kelstrup's office keycard unlocks this door, allowing you to access his Looking Glass station.



Descend the stairs leading to Dr. Kelstrup's Looking Glass station. This station allowed Kelstrup to remotely conduct meetings with Alex and other Talos I personnel. Grab the TranScribe on the floor to retrieve a recording, revealing a conversation between Dr. Calvino and Dr. Kelstrup. Dr. Calvino instructs Kelstrup to calibrate the station's touch screen by touching the green dot. Locate the green dot on the screen and touch it when it appears. After a frightful moment, the Looking Glass screen malfunctions, displaying static. But as the screen flickers, lights behind the screen illuminate, revealing a maintenance area.

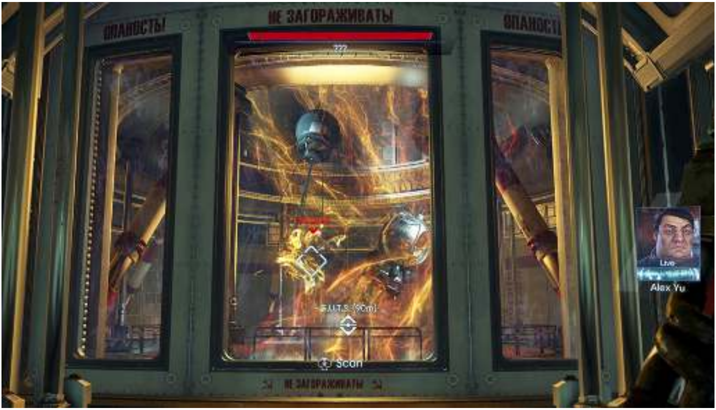


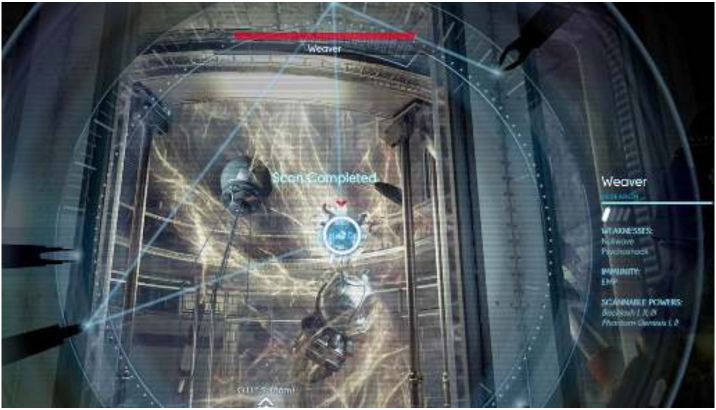
Follow the short hall on the station's left side until you spot a maintenance access panel. Open the panel and crawl through to search the area behind Dr. Kelstrup's Looking Glass station. Here you can find a few junk items for recycling as well as some ammo for your GLOO Cannon. While exiting this area, be on the watch for the Phantom you spotted while calibrating the Looking Glass touch screen. Use your GLOO Cannon to slow the Phantom's movement, allowing you to scan it, then attack with your wrench or Silenced Pistol. Once the Phantom is eliminated, retrace your steps through Dr. Kelstrup's office and return to the Atrium.



CONTAINMENT

Back in the Atrium, approach the large circular door labeled Containment. This is the Psychoscope calibration checkpoint. Step up to the door and wait for it to open automatically. Just beyond the door is a massive containment cell filled with some type of orange energy—scan the Weaver insise. Ignore the large containment chamber for now and locate the doorway labeled Labs B. Step through the doorway and ascend the adjoining stairs to reach a catwalk above the Atrium. Before proceeding to the G.U.T.S., it's a good idea to search these labs.





LABS B

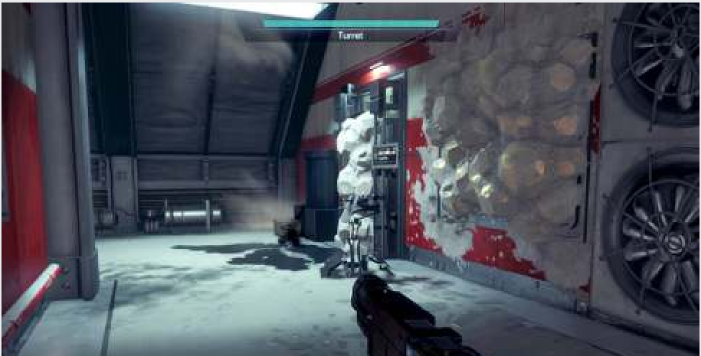
Notable Items:	Audio Recording: How You Holding Up?
	Turret

After ascending the stairs, enter the first door on the left to access Labs B. This lab is crawling with Mimics, so take some time to clear it. Try to scan the Mimics before killing them. For best results, scan them before they detect you by staying low and turning off your flashlight. Otherwise, use your GLOO Cannon to immobilize the Mimics so you can scan them. Your activity in Labs B may attract some Phantoms as well, approaching from the Atrium. Do your best to remain undetected, but be ready to immobilize the Phantoms with your GLOO Cannon before finishing them off with your Silenced Pistol or Shotgun. Try to avoid using the Q-Beam at this point to conserve ammo.

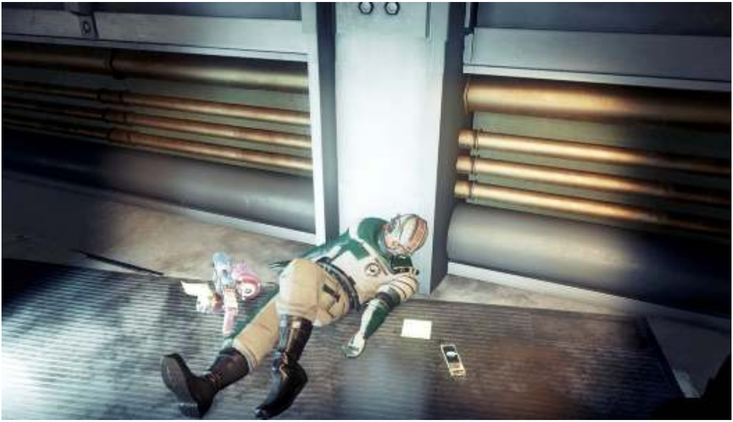
Once you've eliminated all Typhon threats, search the lab for supplies, including several spare parts. Almost every item in the lab is labeled with a note reading, "Not a Mimic!" Apparently the containment breach caused some justified paranoia among the lab's staff.

LABS B TURRET

If you’re having trouble dealing with the Mimics and Phantoms in the Labs B area, there’s a broken turret located in the adjoining hall, outside Helen Barker-Comb’s office. Repair and deploy the turret; then attempt to lure enemies within its line of sight. Remember, if you’ve installed more than one Typhon ability, you’ll want to hack the turret as well, to prevent it from attacking you.



Exit Labs B and locate the body of Rory Manion, lying in the corridor outside Behavioral Biometrics. Search his body to retrieve an audio recording. Manion was in contact with Demian Linn. They had plans to escape via the Arboretum. Next, locate the entrance to Behavioral Biometrics near Rory Manion’s body. Use your wrench to shatter the GLOO deposits blocking the doorway to the lab.

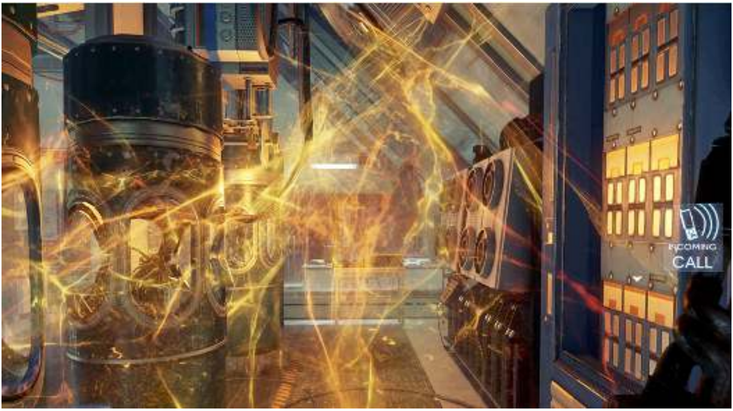


BEHAVIORAL BIOMETRICS

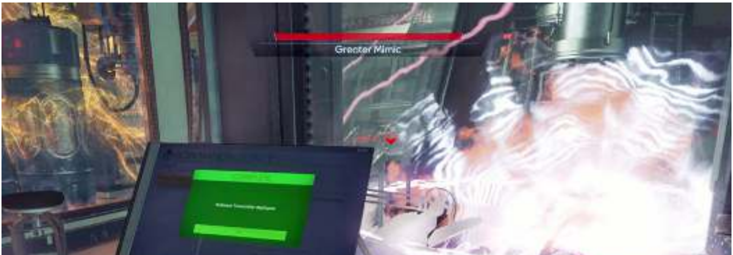
Notable Items:	Neuromod (2)	Typhon Lure	Nullwave Transmitter (2)

You can acquire two Neuromods as well as a Typhon Lure inside this lab. The Typhon Lure, also known as a Nightlight, emits a psycholuminescent signal that entices Typhon to move toward the lure for a short period of time. These devices can be used to escape, ambush, or observe Typhon from a safe distance. Press the button next to the “Nightlight” chamber and watch the Mimic inside as it follows the blue-glowing lure.

This lab features three separate containment chambers used to study Typhon organisms. Scan the Mimic in the “Nightlight” chamber and the Greater Mimic in the Nullwave chamber. A third chamber contains a strange looking gold substance. Enter the doorway to trigger a monologue from Alex. Apparently the Typhon weave these filament-like structures out of thin air. But Alex and the Talos I researchers don’t understand why.



Access Rory Manion’s workstation to experiment with Nullwave Transmitters. Select the Utilities tab and deploy a Nullwave Transmitter in the containment chamber occupied by a Greater Mimic. When the device detonates, your Psi meter is temporarily nullified. Developed in Psychotronics, the Nullwave Transmitter emits a burst of signals which suppress psionic abilities of anyone caught in the blast. This makes it particularly useful against Typhon organisms with psionic-based abilities. These devices can be thrown or affixed to stationary objects. Grab the two Nullwave Transmitters on the desk next to Rory Manion’s workstation.

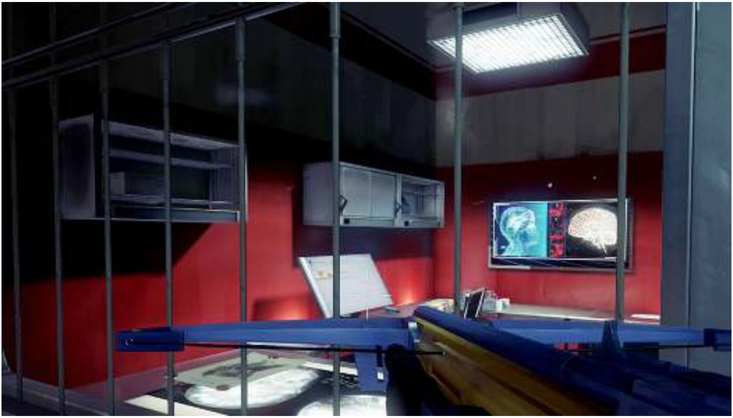


Nullwave Transmitter
Ⓧ Take

MITSUO TOKAJI’S OFFICE

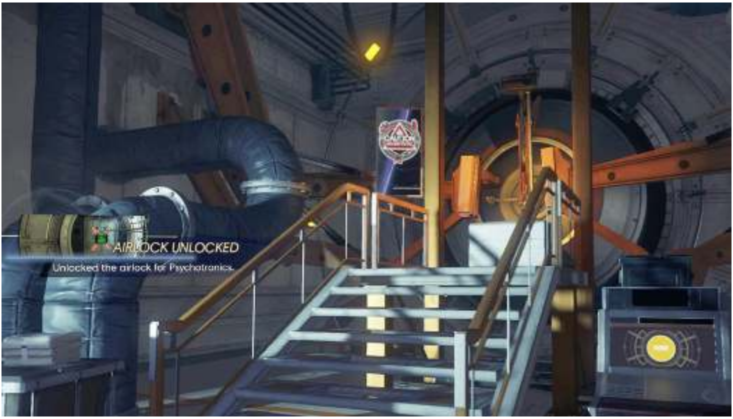
Notable Items:	Audio Recording: Project Cobalt
	Weapon Upgrade Kit
	Nullwave Transmitter (2)

The door to Mitsuo Tokaji’s office is locked. But you can still gain access by using your Huntress Boltcaster. First, break the window with your wrench. Then take aim at the workstation with the Huntress Boltcaster. Target the Utilities tab then aim for the button at the bottom of the screen to unlock the door. The button is quite small, so it might take several attempts before you score a hit. Once you gain entry, search Tokaji’s office for supplies and her TranScribe. Here you can find ammo for your Q-Beam, a Weapon Upgrade Kit, and a pair of Nullwave Transmitters.



AIRLOCK

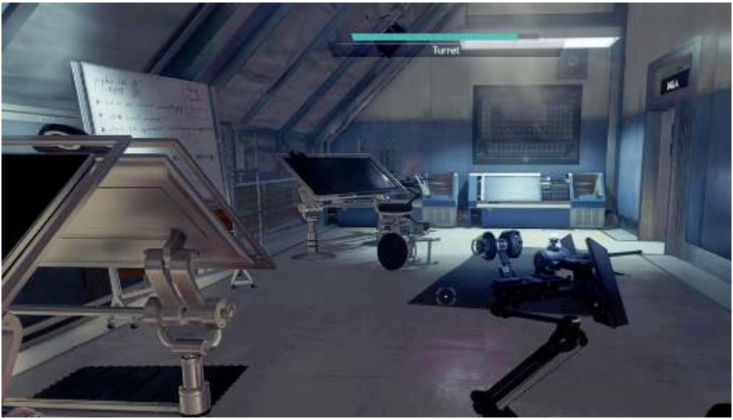
Exit the Labs B area and follow the adjoining catwalk crossing over to Labs A. Along the way, stop at the Airlock and unlock it. Psychotronics is now accessible from Talos I’s exterior. You can now move between Psychotronics and the Hardware Labs via the station’s exterior. After unlocking the Airlock, search Andrea Hudson’s body for supplies before continuing to Labs A.



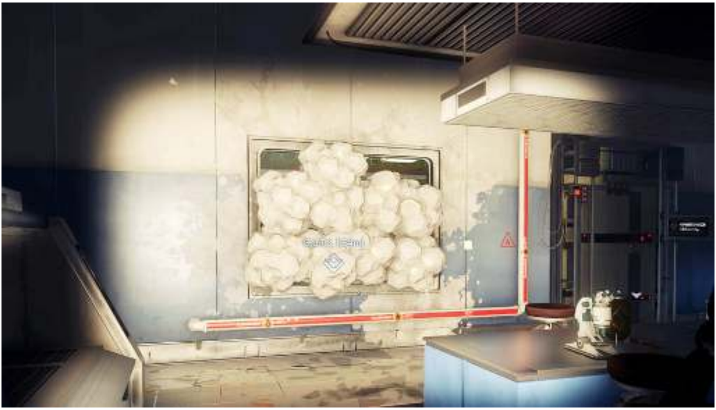
LABS A

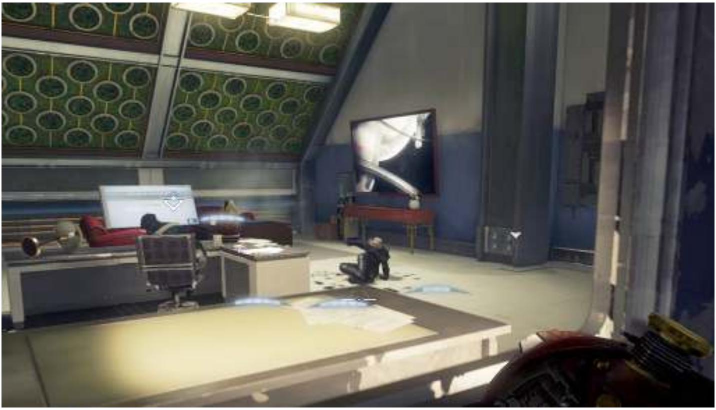
Notable Items	Turret

Enter the open doorway leading into Labs A. The station shudders as you enter, knocking several jars onto the floor. This may also draw the attention of some Mimics—be ready to deal with them. Repair the broken turret inside the first room to help you thin out the resistance. You'll need this turret soon, so even if you don't need it now, repair it and take it into the next room. Remember, you may need to hack the turret as well, in the event you've installed multiple Typhon Neuromods.



Inside the lab's second room, search the body of Sebastian Avery for supplies. Next turn your attention to Annalise Gallegos' office. The door of the office is locked and the window is blocked by GLOO deposits. Before shattering the GLOO, take a look at the note next to the window, warning of multiple Mimics trapped inside. Deploy the turret from the previous room so it's facing this window. Once the turret is in place, smash the GLOO deposits blocking the window. Stand back and let the turret engage the Mimics as they scurry through the window opening. Or simply toss a Recycler Charge through the window to wipe out multiple Mimics. If you still need to conduct research on Mimics, activate your Psychoscope.

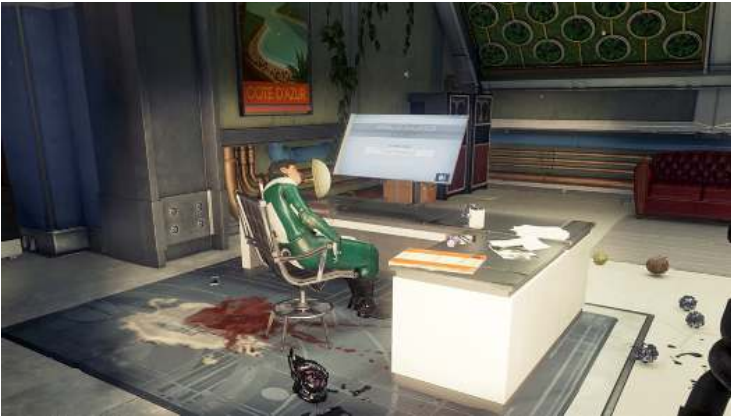




ANNALISE GALLEGOS’ OFFICE

Notable Items:	Neuromod	Audio Recording: Mementos
	Audio Recording: The Volunteers	Silenced Pistol

Once the Mimics have been eliminated, crawl through the window in Labs A to access Annalise Gallegos’ office. Gallegos is still sitting at her desk, but she’s not alive. Grab the Neuromod on her desk. Search her body to obtain a TranScribe containing two audio recordings. Listen to the Mementos recording to trigger a new optional objective. Be sure to search Cory Richard’s body too to retrieve some Silenced Pistol ammo.



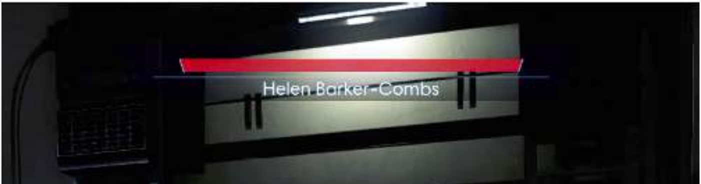
WHISTLEBLOWER

Objective Summary: I found a TranScribe message from a scientist named Annalise Gallegos. Apparently she was having a crisis of conscience over the experiments performed on the volunteer test subjects. Looks like she and a friend planned to smuggle incriminating evidence off the station. Gallegos hid the evidence on a thumb-drive labeled Mementos.

Listening to the Mementos audio recording, retrieved from Gallegos' TranScribe, unlocks this optional objective. Once you reach the Crew Quarters, you must search Gallegos' habitation pod for the evidence she gathered.

PHANTOM ATTACK

After searching Annalise Gallegos' office, watch out for a few Phantoms patrolling the Labs A area, including one in the nearby Medical Bay. Use your GLOO Cannon and deployed turret to help deal with these threats. If you sustain injury, deploy a Medical Operator from the Operator Dispenser in the Medical Bay and use it to heal yourself.



CONTAINMENT

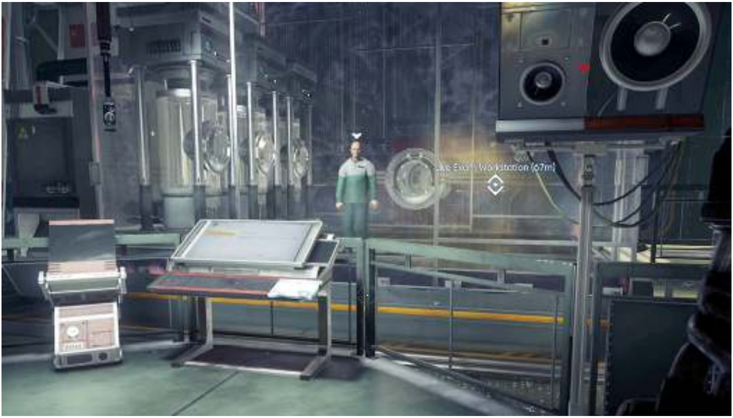
Return to the Atrium and then continue into Containment. Just to the left of the massive containment chamber is a corridor leading to Material Extraction. Ruptured gas lines have filled this corridor with flames. Use your GLOO Cannon to seal the first breach in the line. But watch for Mimics rushing toward you through the remaining flames. The fire ignites the Mimics, inflicting heavy damage. Simply back away and let the fire take out these enemies. When the Mimics have been eliminated, continue down the corridor, using your GLOO Cannon to seal the gas line ruptures. At the end of the corridor, use your wrench to shatter the GLOO deposits blocking access to Material Extraction.

Mimic
Scan
14

MATERIAL EXTRACTION

Notable Items:	Keycode: Armory
	Audio Recording: Million Dollar Caulk Gun

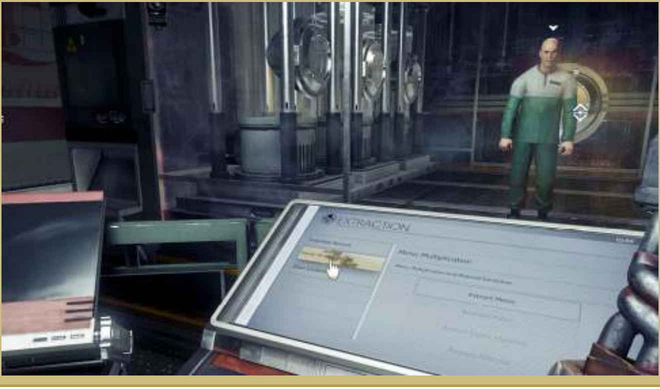
A live “volunteer” is trapped inside a containment cell within Material Extraction. Approach the cell to trigger an optional objective. Here you can decide whether the subject lives or dies. These are exactly the kind of tests Annalise Gallegos objected to. Scan the subject in the containment cell to unlock the research entry for Homo sapiens.



THE PSYCHOTRONICS PRISONER

Objective Summary: I've come across an experiment with a volunteer trapped in a chamber designed to render Mimics into exotic material. This man will most certainly die in the process but the material produced would be extremely useful. If I let him go, however, he says he'll let me into the armory.

Interact with the console in front of the holding cell. Reviewing the Volunteer Record reveals the subject (Aaron Ingram) is a prisoner from Earth, with a long rap sheet. Do you want to let him go or run some experiments on him? If you want to let him go, access the Door Control tab and open the holding cell's door—this is the recommended approach. If you free Aaron Ingram, he gives you the keycode to the nearby Armory. If you choose to run an experiment on the prisoner, access the Mimic Multiplication tab and press a series of buttons—a Mimic is released into the cell and kills the prisoner before multiplying. Following the detonation of a Recycler Charge within the cell, you're allowed to extract exotic material from the dead Mimics.



ARMORY: ALTERNATIVE ENTRY

If you have no moral conflicts about eliminating the prisoner, you can still gain access to the Armory. Locate this window in the adjoining corridor and clear out the GLOO deposits with your wrench. Equip your Huntress Boltcaster and fire a dart through the opening in the window, targeting the switch next to the Armory's door. Scoring a hit on the switch unlocks the Armory's door.

CAUTION
KEEP CLEAR
G.U.T.S. (93m)

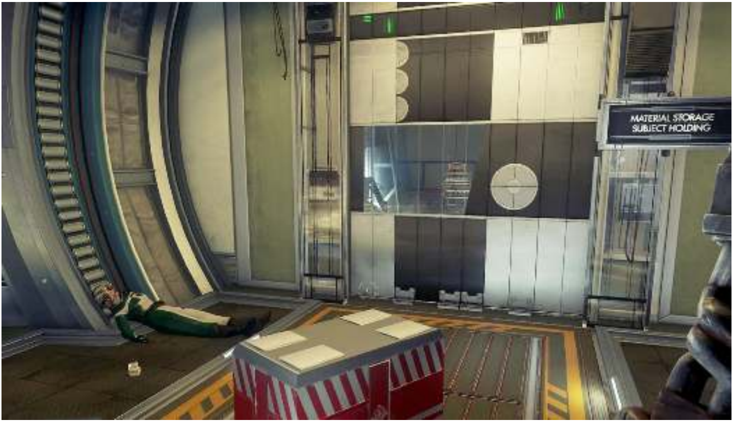
ARMORY

Notable Items:	GLOO Cannon	Neuromod	EMP Charge
	Shotgun (2)	Silenced Pistol	Weapon Upgrade Kit
	Silenced Pistol Fabrication License	Shotgun Shells Fabrication License	Turret

Whether you unlocked the door on your own or retrieved the keycode from Aaron Ingram, enter the Armory to retrieve multiple supplies including a Neuromod, a Weapon Upgrade Kit, some fabrication plans, and a variety of ammo. The Armory also contains a turret and the body of Demian Linn.

MATERIAL STORAGE

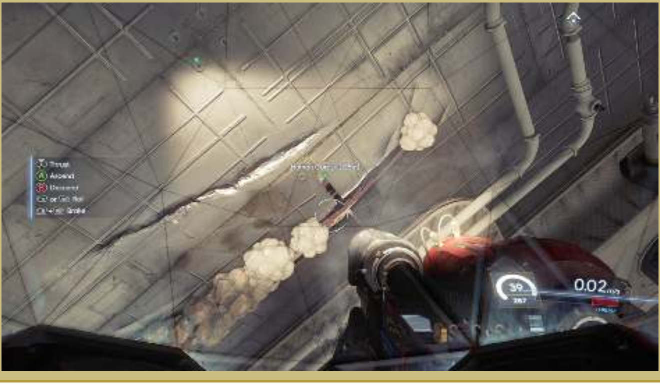
Opposite of the holding cell is a door leading to Material Storage. If you sealed the exterior hull breach earlier, you can enter this room. However, if you failed to seal the hull breach, this room is inaccessible. Search the body of Kristine Lloyd lying next to the door to retrieve a TranScribe and listen to the audio recording to trigger an optional objective.



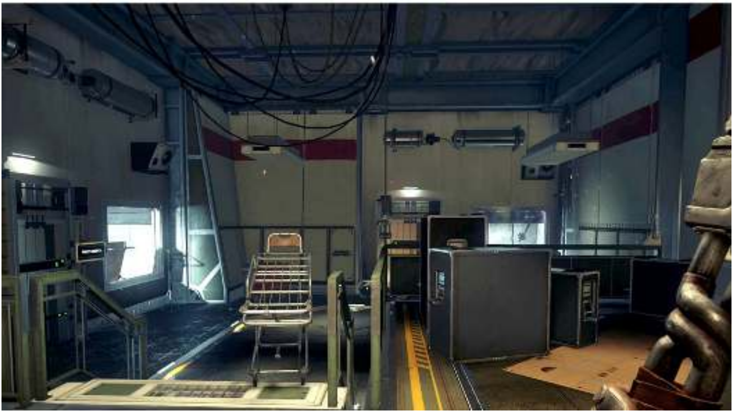
MILLION DOLLAR CAULK GUN

Objective Summary: Jose Costa was tasked with sealing a minor breach in order to restore atmosphere to the exotic materials storage areas within Psychotronics.

If you want to enter Material Storage, you must complete Jose Costa's work. Retrace your steps back to the Airlock within Psychotronics and access Talos I's exterior. While conducting your spacewalk, locate the body of Jose Costa. Next to his body is a linear gash in the station's hull. Use your GLOO Cannon to seal this breach then return to Psychotronics. With the breach sealed, Material Storage can now be entered.



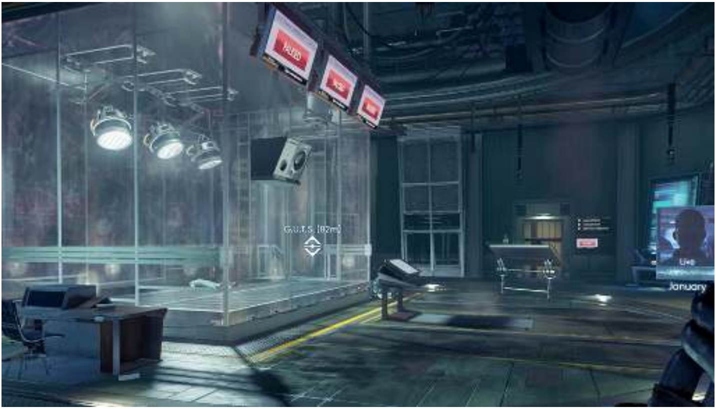
Use the turret, retrieved from the Armory, to deal with the Phantom lurking about in Material Storage. Once the Phantom is eliminated, search the area for supplies. This area is filled with exotic material blocks scattered across the floor. You can also find some food in the two holding cells. When you're finished searching Material Storage, return to Containment and enter the corridor leading to Live Exam.

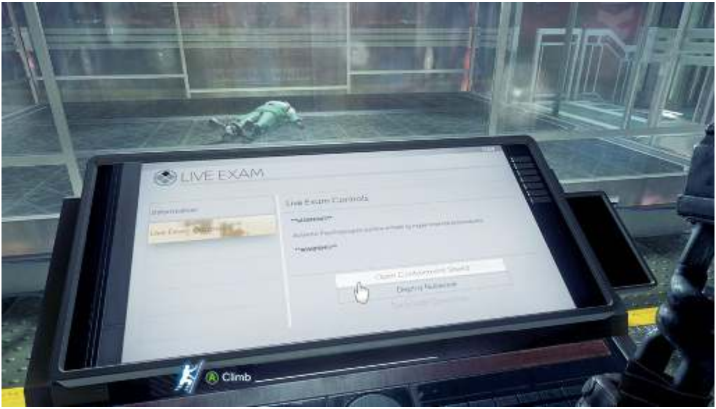


LIVE EXAM

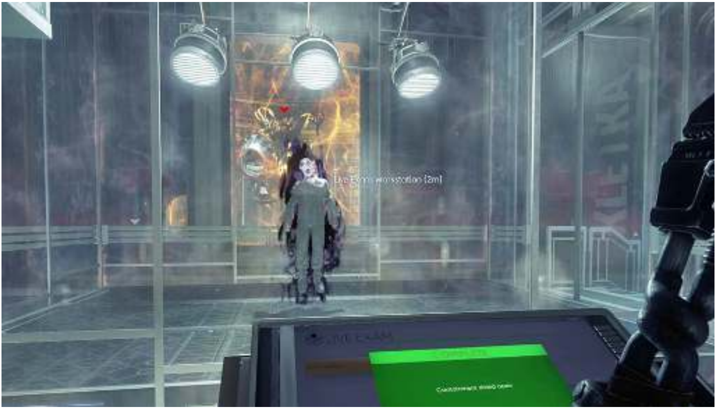
Notable Items:	Hypo Psi Fabrication License	Scope Chipset

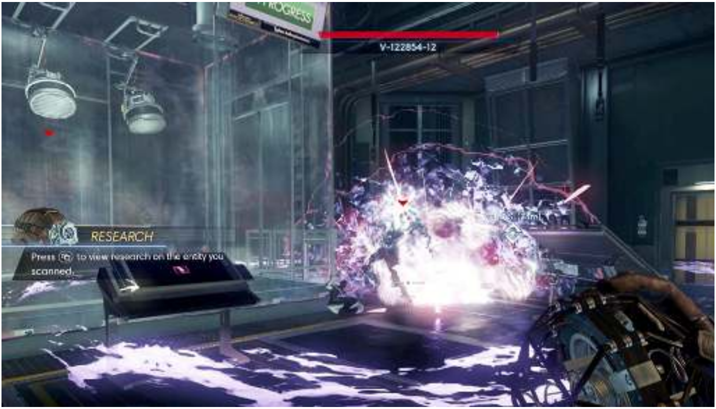
The passage leading to the G.U.T.S. is sealed until you complete an experiment here. The body of a volunteer lies inside a large containment chamber in the center of this room. Approach the Live Exam terminal near the containment chamber. Access the Live Exam Controls tab on the terminal and select "Open Containment Shield." As the shield opens, activate your Psychoscope and scan the Weaver inside the central containment chamber, if you haven't already.





Somehow the Weaver interacts with the body inside the Live Exam's containment chamber, creating a Voltaic Phantom. Scan this new enemy to reveal its weaknesses, immunities, and powers. Equip an EMP Charge and throw it at the Voltaic Phantom to temporarily disable its abilities. Attack with your Q-Beam as the Voltaic Phantom exits the containment chamber. Keep the weapon's beam concentrated on the target until it explodes. But keep your distance. The Voltaic Phantom emits powerful electrical discharges, capable of causing malfunctions in the Q-Beam and GLOO Cannon. However, your Silenced Pistol and Shotgun aren't affected. Backpedal while firing shot after shot into the Voltaic Phantom until it drops.





Press [illegible] to view research on the entity you scanned.

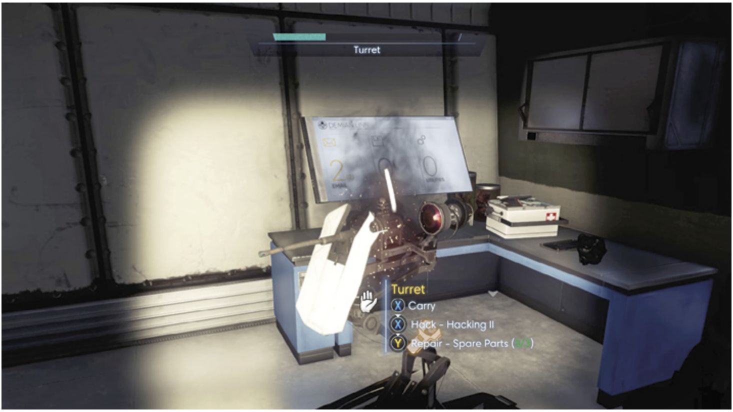
After the Voltaic Phantom is eliminated, the experiment is complete and the path to the G.U.T.S. is opened. Alex contacts you, revealing some more information about Typhons. Apparently they’re incapable of empathizing, hence their violent nature. While Alex talks, search the area for supplies, including the remains of the Voltaic Phantom and the body of Ruby Stone to retrieve a Hypo Psi fabrication license.

Complete the live examination procedure
Typhon Organ (4)
Alex Yu

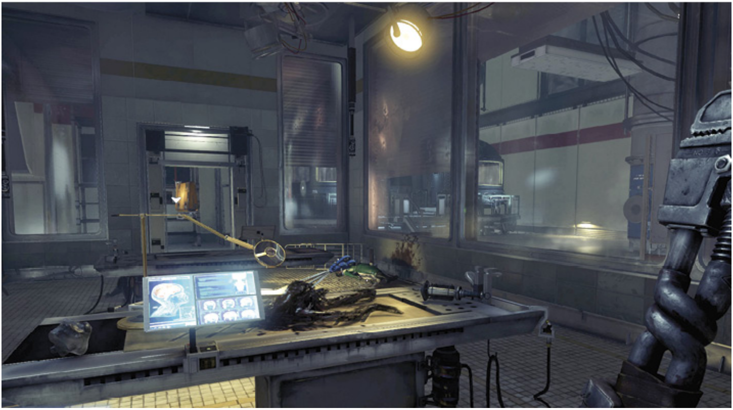
MORGUE

Notable Items:
Anti-Rad Pharma Fabrication License
Neuromod (2)
Keycard: Morgue
Keycard: Sylvain Bellamy's Cabin
Turret

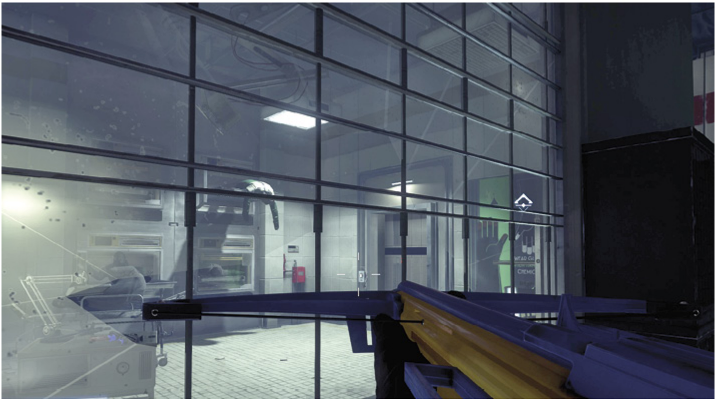
Before continuing to the G.U.T.S. take a detour into the Morgue, via the Grav Shaft in Live Exam. Locate the broken turret near Demian Linn's workstation. Repair the turret and deploy it in front of the door leading to the autopsy room, which is crawling with Mimics. While you're here, grab the Medkit and Anti-Rad Pharma fabrication license on Linn's desk.

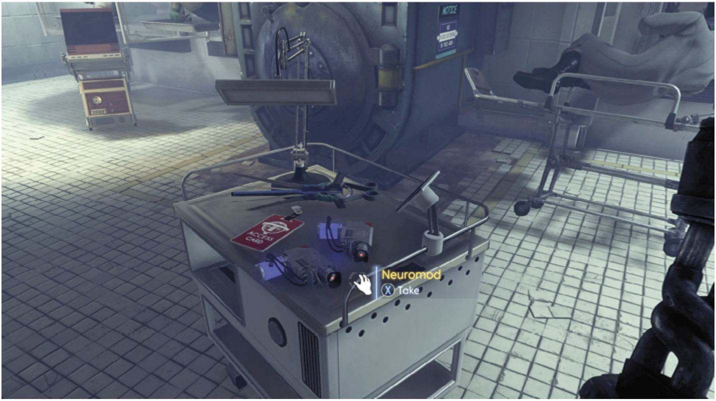


Next, search the nearby autopsy room, allowing the turret to eliminate any Mimics inside. Step up to the automatic door and then aside to avoid getting hit by the turret's rapid fire. Once the autopsy room is clear, gather any supplies and search Mitsuo Tokaji's body.



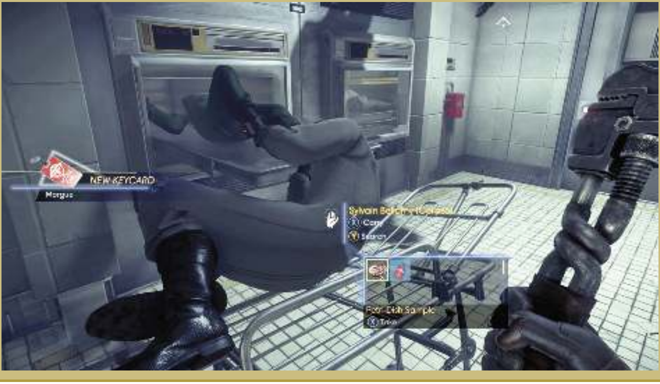
The door to the morgue is locked, so you'll need to find another way to get inside. Use your wrench to break the window near Demian Linn's desk and equip your Huntress Boltcaster to target the switch next to the morgue's door. Step inside and retrieve the Neuromods on the crash cart along with a keycard to the Morgue.





THE CORPSE VANISHES (CONTINUED)

A lot has happened since you last saw Dr. Bellamy. His body is stored in the Morgue. Search him for supplies to retrieve the keycard to his cabin, located in Crew Quarters. You can now access his cabin to search for his research data.



G.U.T.S. ACCESS

Return to Live Exam via the Grav Shaft then turn right to enter the corridor leading to the G.U.T.S. Watch out for a Phantom in this area. Stay low and let the operational turret near the G.U.T.S. door take it out. Step past the turrets guarding the door and enter the Gravity Utility Tunnel System.

GRAVITY UTILITY TUNNEL SYSTEM

MAP LEGEND

● Audio Recording
● Chipset
● Neuromod
● Safe
● Turret

● Weapon Upgrade Kit
▨ Fabricator
▲ Grav Shaft
◩ Keycard
◀ Level Transition

✚ Medkit
⬍ Object Above/Below
▨ Operator Dispenser
▨ Recycler
▨ Security Station

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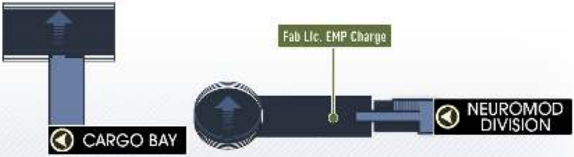

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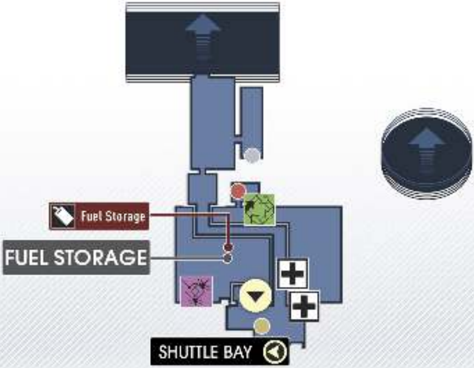

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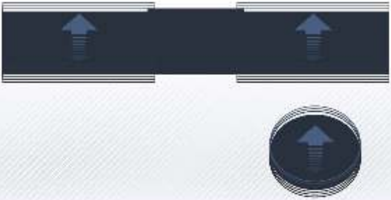

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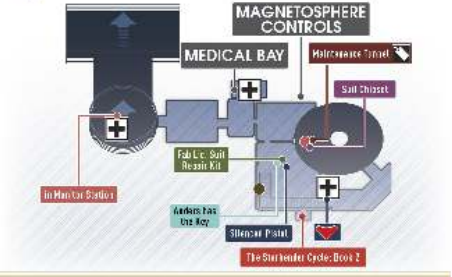
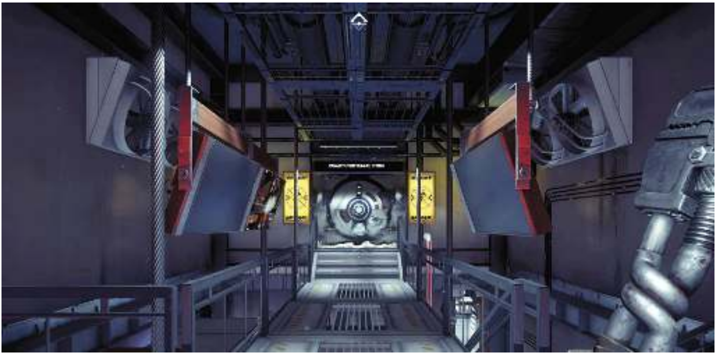
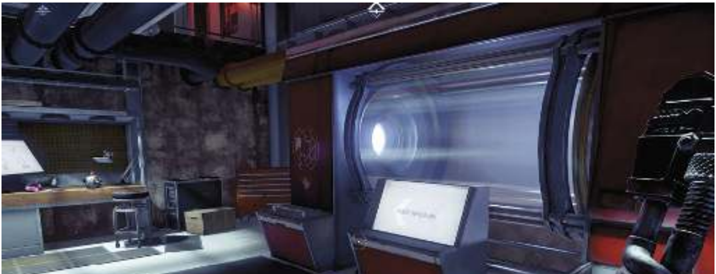


ENGINEERING LEVEL

Notable Items	Recycler Charge (2)

Before stepping into the tunnel system, visit the Recycler in this staging area. The Recycler is located downstairs along with an Operator Dispenser. Hack the dispenser to deploy an Engineering Operator to repair your suit. Gather supplies in this downstairs area, including a Recycler Charge, sitting next to Eric Berger's workstation. Another Recycler Charge is contained within the nearby cabinet. Consolidate your inventory by using the Recycler. When you're ready to move out, head back upstairs and pass through the circular doorway to enter the tunnel system.

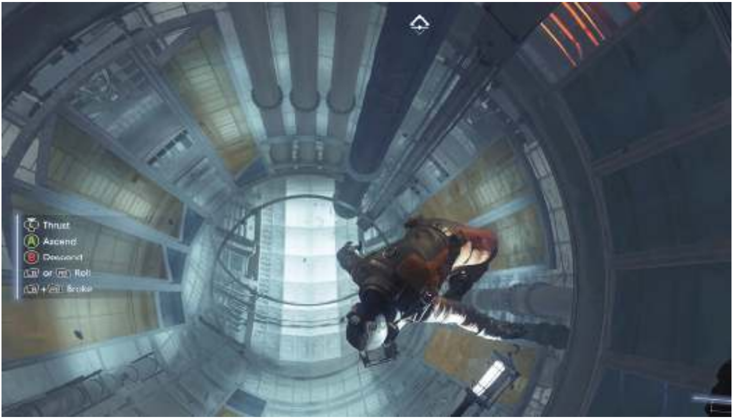




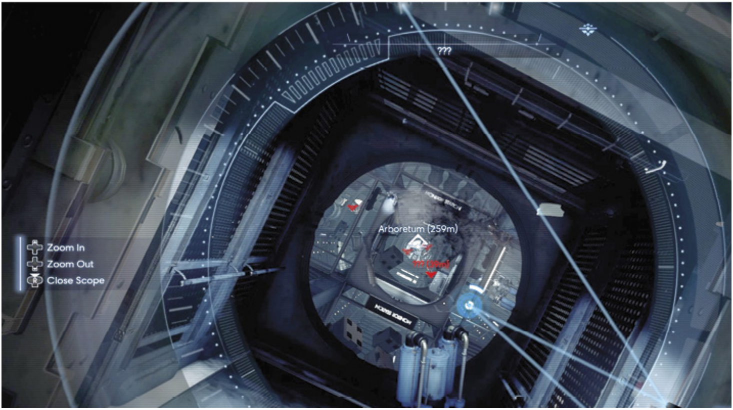
MAINTENANCE TUNNEL

Notable Items:	EMP Charge Fabrication License	EMP Charge (3)
	Neuromod	Keycode: Maintenance Tunnel

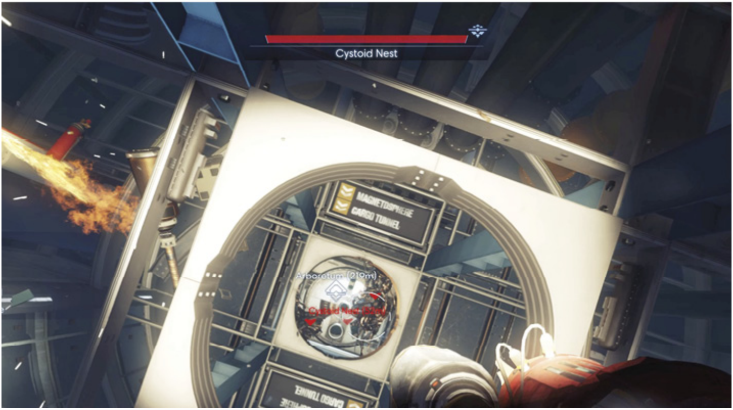
The G.U.T.S. is a microgravity environment. Maneuvering here is identical to moving about Talos I’s exterior. January reports that these tunnels run the entire length of the station. In addition to delivering essentials like power, water, and air through conduits, the tunnels are also used by Operators to move supplies from the Cargo Bay to the Arboretum. Search Eric Berger’s body soon after entering the tunnel to retrieve an EMP Charge fabrication license. This section of the tunnel is linear. Thrust forward and activate your flashlight to illuminate the unlit portions. Pass through the circular door at the end of the tunnel, following the signs to the Cargo Tunnel and Magnetosphere.



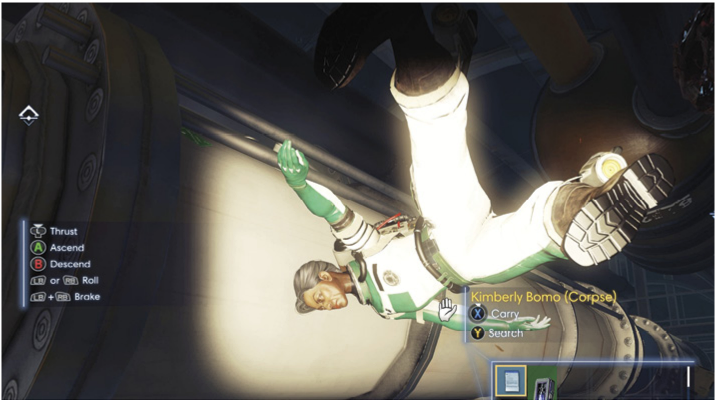
Just beyond the door, you encounter some unknown Typhon organisms. Activate your Psychoscope to conduct scans. Cystoid Nests cling to the sides of the tunnel system and produce unstable Cystoids. When Cystoid Nests are ruptured, multiple Cystoids emerge and travel in erratic, fast-moving swarms. Cystoids are attracted to movement. If they get too close to you, they’ll detonate, setting off a chain reaction of explosions as one exploding Cystoid sets off the next. Fortunately, Cystoid Nests and Cystoids can be destroyed rather easily with your GLOO Cannon. Keep your distance and target a Cystoid Nest with one shot, then follow up to destroy the Cystoids that emerge. Shooting a swarm of Cystoids with one shot is usually enough to trigger a chain reaction. Individual Cystoids are easier to hit with your Silenced Pistol.

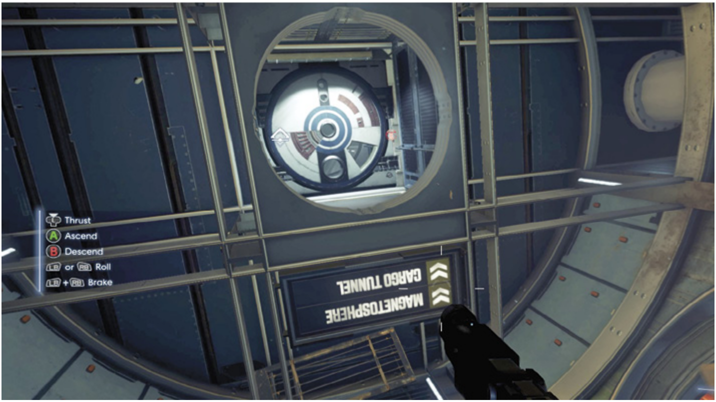


Pass through the nearby Monitor Station and gather a few supplies while keeping your eyes peeled for more Cystoid Nests. A few Cysoid Nests block the path to the next doorway. Keep your distance and saturate the doorway with shots from your GLOO Cannon. As Cystoids break free, they may detonate near the gas lines on the perimeter of the tunnel. So stay clear of these lines in the event they rupture and spew flames. When the area is clear of Cystoids, pass through the next doorway.

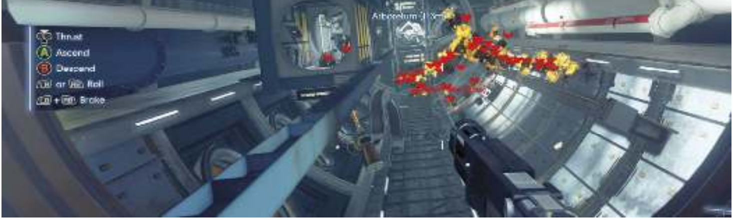


Cautiously advance through the next tunnel section, taking out more Cystoid Nests along the way. Activate your flashlight and search for the body of Kimberly Bomo. She has a note revealing the keycode to the next doorway. After recovering the keycode, eliminate the Cystoid Nests and Cystoids in the remaining portion of the tunnel before approaching the locked door. Input the keycode on the door's keypad to access the next tunnel section.

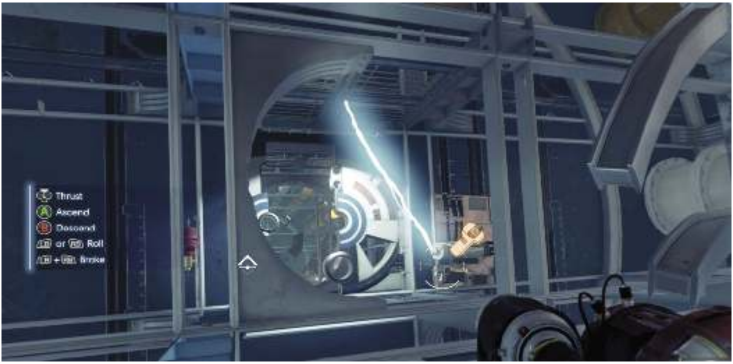




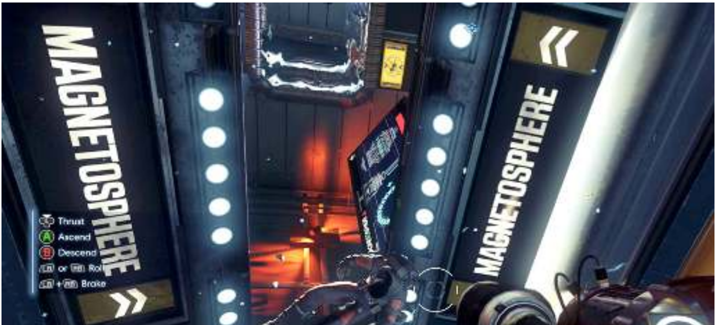
The Cystoid infestation in this area is critical. Activate your Psychoscope to identify the various Cystoid Nests and Cystoid swarms. This marks each threat on the HUD, making each enemy easier to spot. Keep your distance and attack the Cystoid Nests and swarms with your GLOO Cannon. The nearby Monitor Station holds a Neuromod stashed in the supply crate.

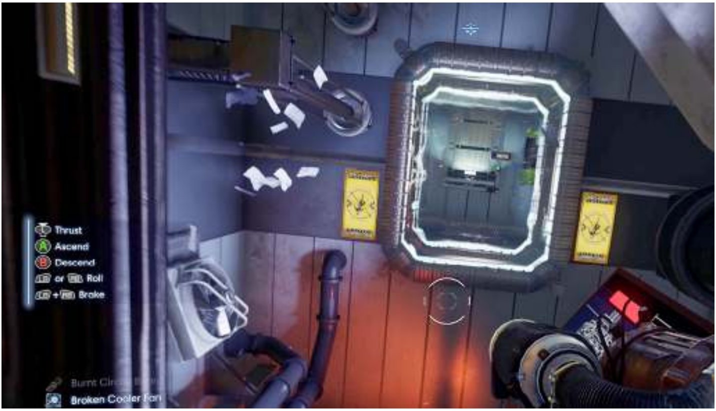


The door at the end of the tunnel section is malfunctioning, slowly opening and closing on its own. Furthermore, the path is blocked by electrical arcs spewing from a damaged electrical junction. Smother the electrical junction with GLOO, then conduct repairs. Fixing the electrical junction doesn't stop the adjacent door from malfunctioning, but you can still pass through the opening into the next tunnel section.



While thrusting through the next tunnel span, your propulsion system temporarily malfunctions. January reports that a pulse from the nearby Magnetosphere was the cause. The door leading to the cargo tunnel is locked. You must take a detour through the Magnetosphere to obtain the keycard. Look for Ramon Ridley's body floating above the center of the tunnel and search it for supplies. The entrance to the Magnetosphere is next to Ramon Ridley's body. Rotate to orient yourself with this subsection's doorway then thrust forward.

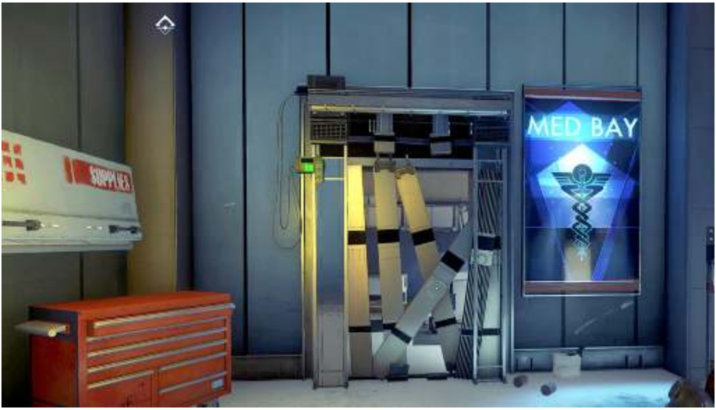


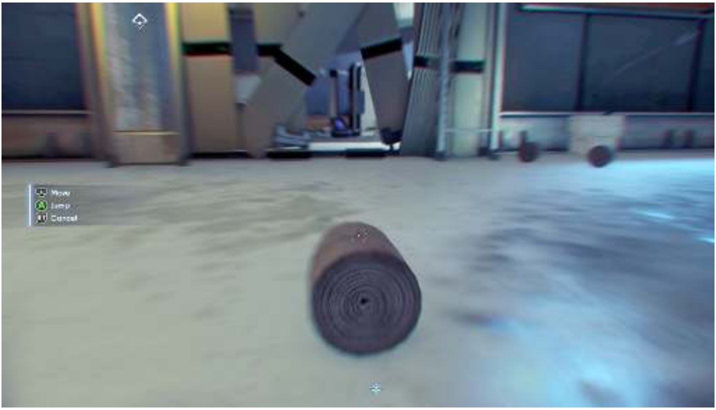


MAGNETOSPHERE

MEDICAL BAY

Gravity is present within the Magnetosphere control room, allowing you to move around more naturally. Before entering the control room, turn to the left. Here a damaged door leads into a Medical Bay. The door cannot be repaired, but you can still enter if you have the Mimic Matter I Typhon ability (it only costs one Neuromod to activate). Use Mimic Matter I to transform yourself into the nearby bandage roll and pass through the opening at the base of the damaged door.



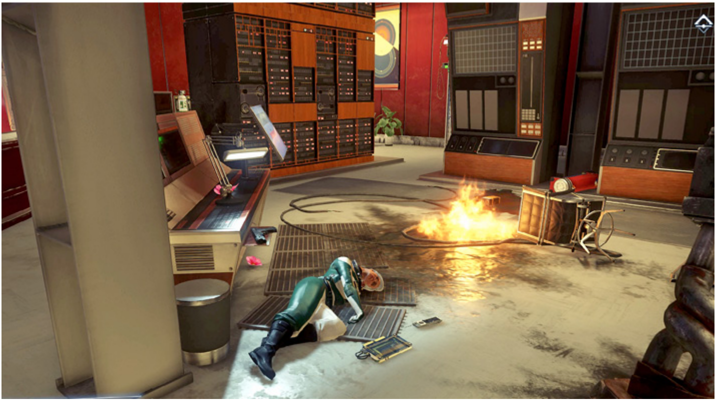


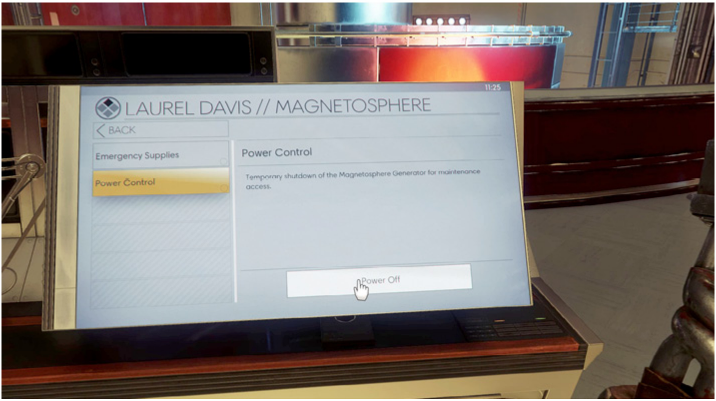
Once inside the Trauma Center, transform back into yourself. Search the Trauma Center for supplies. You can also deploy a Medical Operator to heal yourself. Once you've stocked up on supplies and health, use Mimic Matter I to exit the Trauma Center, transforming yourself into a small object to slip through the opening in the doorway. Remember, using Typhon abilities like Mimic Matter I consumes Psi energy. While you're in a transformed state, Psi energy is consumed at a steady rate, so don't linger too long. Psi energy can be restored with Psi Hypos or by interacting with a Science Operator.

MAGNETOSPHERE CONTROLS

Notable Items:	Audio Recording: Anders has the Key	Silenced Pistol	Weapon Upgrade Kit (2)
	Recycler Charge (2)	Neuromod (2)	Keycard: Maintenance Tunnel
	EMP Charge (3)	Nullwave Transmitter	The Starbender Cycle: Book 2

Proceed to this control room—all is not well. Search Laurel Davis' body to retrieve her TranScribe. A panicked audio recording reveals Anders Kline is dead, located within the Magnetosphere chamber. Kline also has the keycard leading to the cargo tunnel. Periodic plasma shockwaves rock the control room. This is what shorted out your propulsion system earlier. If you possess the Hacking III ability, you can hack into Laurel Davis' workstation. Before shutting down the Magnetosphere, unlock the emergency supply compartment located within the chamber. Next, shut down the Magnetosphere to make it easier to retrieve the keycard on Anders Kline's body while navigating within the Magnetosphere chamber.



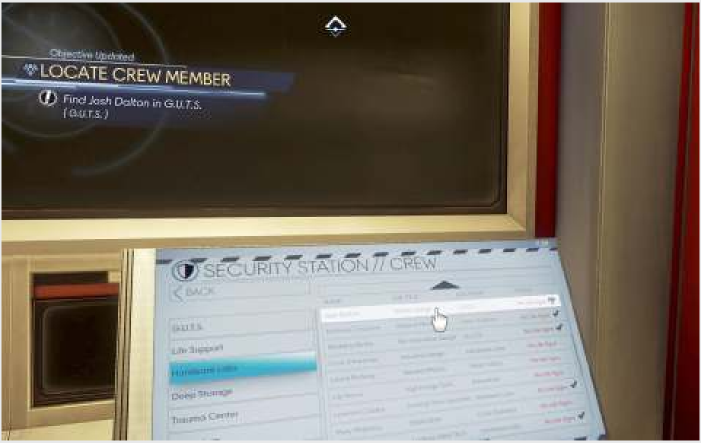


Power Control

Temporary shutdown of the Magnetosphere Generator for maintenance access.

SECURITY STATION AND SAFE

While in the control room, access the security station to download a map of the Gravity Utility Tunnel System. On the security station's Crew tab, find Josh Dalton, listed under Hardware Labs. This allows you to locate Dalton to update The Blackbox Project optional objective. There's also a safe inside the control room, beneath the staircase. The safe contains a Weapon Upgrade Kit, two Recycler charges, and some spare parts. You can find the password to the safe in the nearby restroom behind the toilet paper on the shelf. The second book in The Starbender Cycle series is on the same shelf unit in the restroom.

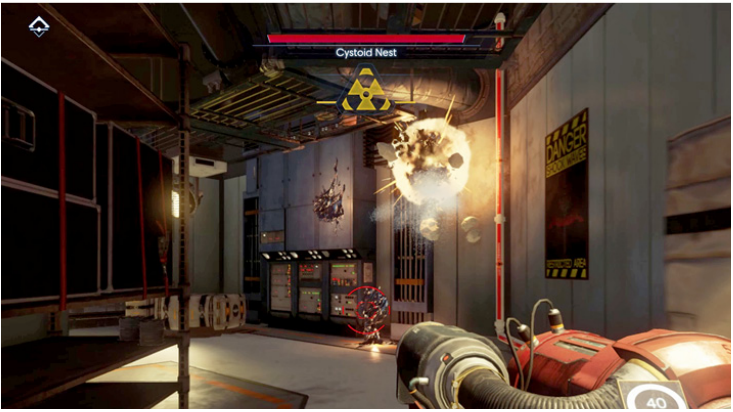


Objective Updated

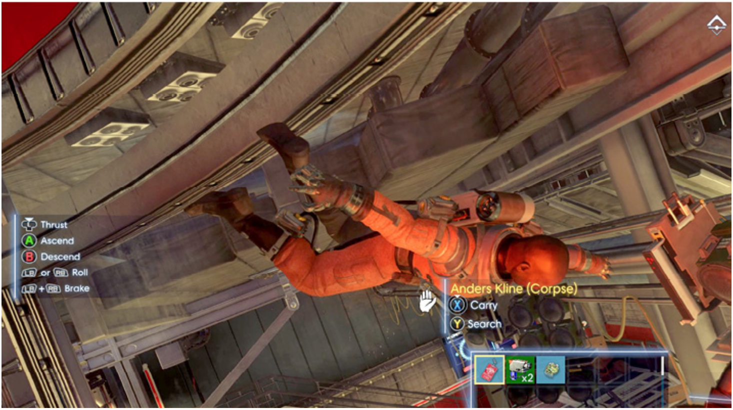
LOCATE CREW MEMBER

Find Josh Dalton in G.U.T.S. (G.U.T.S.)

Equip your GLOO Cannon and ascend the nearby staircase (this is the path to the Magnetosphere chamber). The corridor at the top of the steps is infested with Cystoids. Due to gravity, these Cystoids don't float. Instead, they roll along the floor. Place a barrier of GLOO deposits on the floor in front of you, creating a protective wall. Next, engage the Cystoids. Even if they roll toward you, the GLOO deposits will prevent them from getting too close. Exploding Cystoids may rupture the adjacent gas line, so be ready to put out some flames using your GLOO Cannon. A Science Operator in this corridor can replenish your Psi energy. There's also a crawlspace above this passage holding a few supplies, including an EMP Charge (create and climb atop GLOO deposits to reach this area).



Enter the Magnetosphere chamber and locate the body of Anders Kline. This is a zero gravity environment, requiring you to use your propulsion system to maneuver. If you temporarily shut down the Magnetosphere using Laurel Davis' workstation, you won't have to worry about plasma pulses shorting out your propulsion system. When you find Anders Kline, search his body to recover a couple of Neuromods and the keycard to the Maintenance Tunnel.



EMERGENCY SUPPLY COMPARTMENT

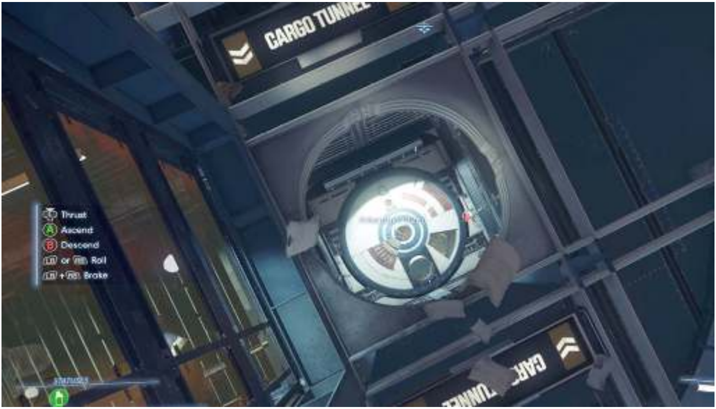
The emergency supply compartment is located toward the top of the chamber and contains a couple of EMP Charges and a Nullwave Transmitter. You can unlock this compartment by accessing Laurel Davis' workstation.

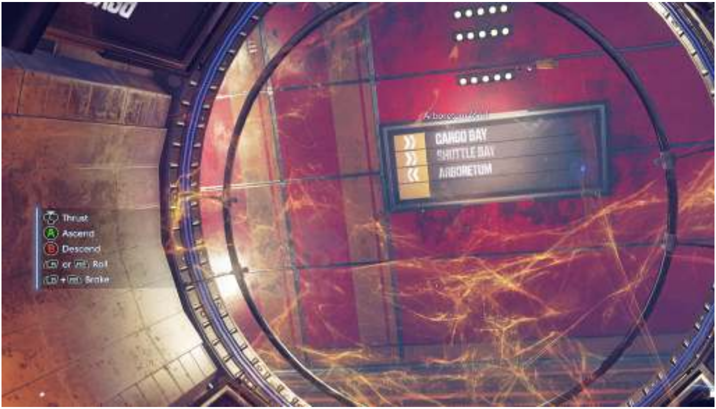
Exit the Magnetosphere chamber and return to the control room. As you near the stairs, watch out for a couple of corrupted Engineering Operators. Use your GLOO Cannon to immobilize them. Then scan them with the Psychoscope to reveal their weaknesses, immunities, and powers. While the corrupted Operators are still immobilized, hit them repeatedly with your Disruptor Stun Gun or Silenced Pistol to finish them off. Be sure to search the remains of each Operator to retrieve Q-Beam cells and/or Disruptor batteries.

Engineering Operator (Corrupted)
RESEARCH
Press to view research on the entity you scanned.

MAINTENANCE TUNNEL

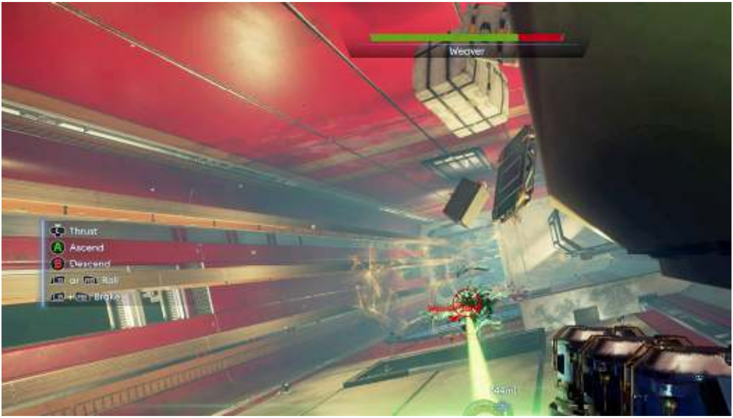
Return to the Maintenance tunnel and approach the locked door leading to the cargo tunnel. Use the keycard you retrieved from Anders Kline to unlock the door. The tunnel beyond the door is filled with the golden filament-like material you first encountered in the Behavioral Biometrics lab. January reports that the entire Typhon ecology is centered around the creation this unusual substance (the original researchers called it Coral). But they're still unclear what its purpose is. Feel free to move through the Coral—it won't harm you.





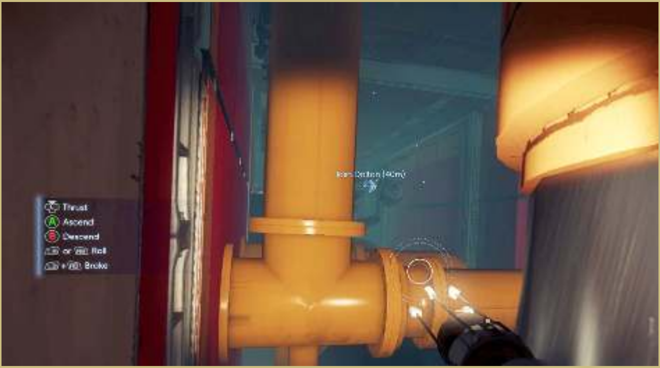
CARGO TUNNEL

The maintenance tunnel ends at a T-intersection with the cargo tunnel. Study the signs here and advance toward the Arboretum. Activate your Psychoscope to scan a Weaver hovering in the middle of this tunnel. While you can sneak past the Weaver, it’s best to take it out, using the Q-Beam. The Weaver is responsible for creating Cystoid Nests nearby. Once the Weaver has been eliminated, use your GLOO Cannon to take out the Cystoid Nests.

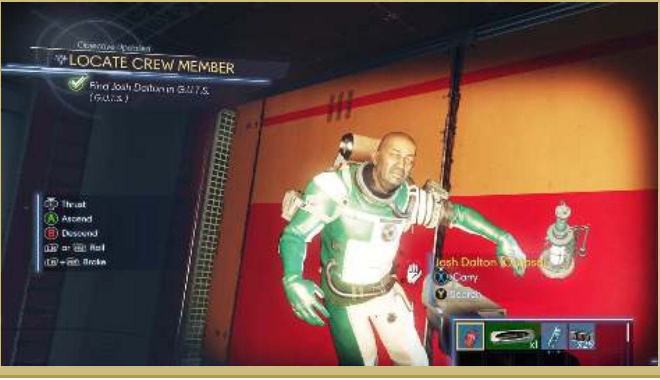


THE BLACKBOX PROJECT (CONTINUED)

Before entering the Arboretum, consider hunting down Josh Dalton. Travel down the cargo tunnel in the direction of the Cargo Bay. As you exit a curved tube and enter Subsection 16, descend to the lower portion of the tunnel and follow the conveyance track toward a large stainless steel pipe.

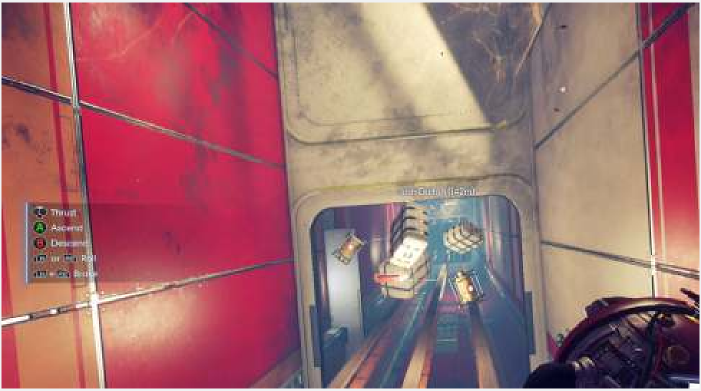


Squeeze past the pipe to locate Josh Dalton in a dead-end portion of the tunnel. His body is swarmed by several Cystoids. Eliminate the Cystoids and then search Dalton's body to retrieve some Q-Beam ammo, a keycard to the Blackbox Lab, and a TranScribe. You can also retrieve ammo from the Q-Beam floating nearby. The audio recording on the TranScribe (Sting Operation) reveals a heated exchange between Josh and Lane Carpenter, his coworker. It sounds like this conversation ended tragically for Carpenter. To resume this objective, go to the Beams and Waves Lab in Hardware Labs and use the new keycard to enter the Blackbox Lab.



RADIOACTIVE WASTE

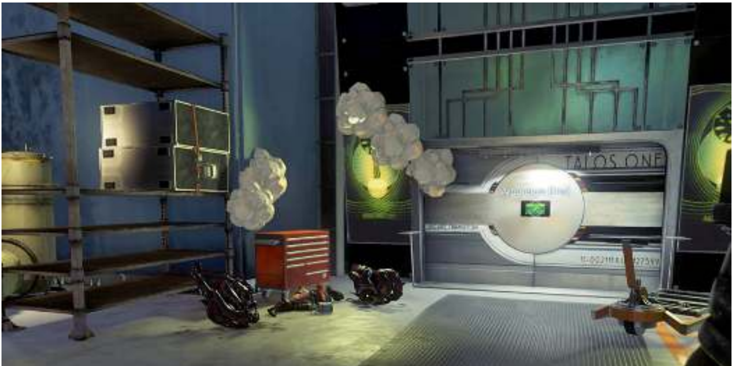
While traversing the Cargo Tunnel, avoid contact with the canisters containing radioactive waste. If you get too close, you may suffer from radiation poisoning, requiring Anti-Rad Pharma pills. Consider eliminating these canisters with Recycler Charges. These charges not only eliminate the canisters but they also remove all traces of radiation.



EXECUTIVE LEVEL

Notable Items:	Typhon Lure Recycler Charge

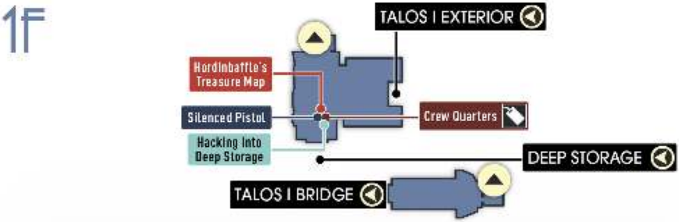
Continue along the cargo tunnel until you reach the door leading to the Arboretum, being careful to avoid or eliminate Cystoids along the way. Exit the tunnel system to access this storage area. Here you can find a number of supplies including a Typhon Lure and a Recycler Charge. When you're finished searching, enter the door to the Arboretum.

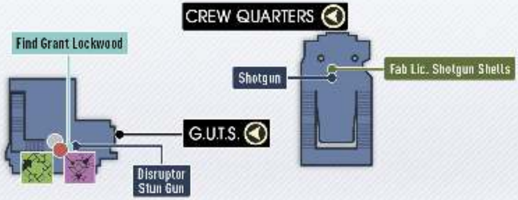


ARBORETUM

MAP LEGEND

- ● Audio Recording
- ● Chipset
- ● Neuromod
- ● Safe
- ● Turret
- ● Weapon Upgrade Kit
- ▨ Fabricator
- ▲ Grav Shaft
- ◩ Keycard
- ◀ Level Transition
- ✚ Medkit
- ⬍ Object Above/Below
- ▨ Operator Dispenser
- ▨ Recycler
- ▨ Security Station

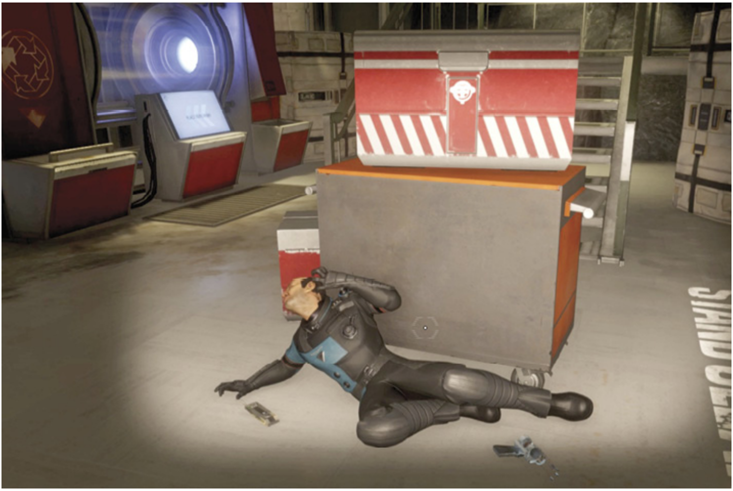




G.U.T.S. LOADING BAY

Notable Items:
Disruptor Stun Gun
Silenced Pistol
Neuromod
Audio Recording: Find Grant Lockwood

This loading bay receives shipments via the G.U.T.S. from the Cargo Bay. Be sure to watch out for Mimics here. The loading bay also houses the Arboretum's only Recycler and Fabricator. Search the body of Jia Kyung-Ho, one of Talos I's security officers, when visiting these devices. He's carrying a Silenced Pistol, a Neuromod, and a TranScribe. A Disruptor Stun Gun is also next to his body.



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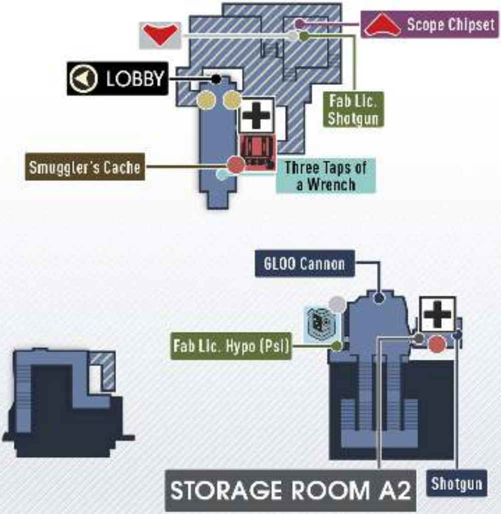

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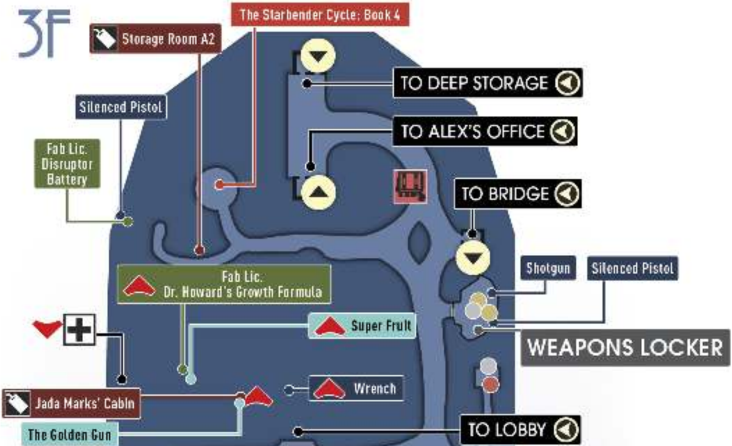
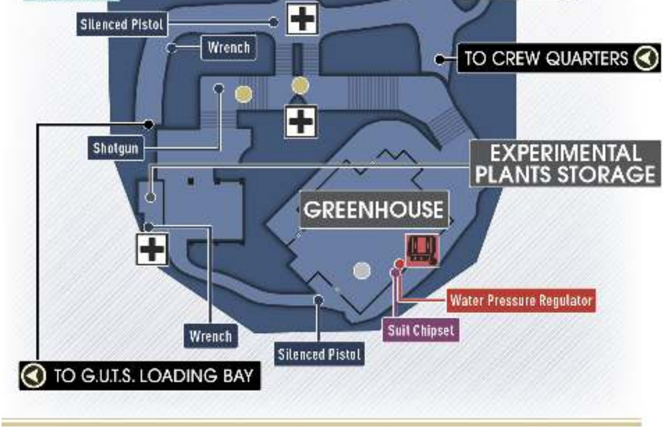
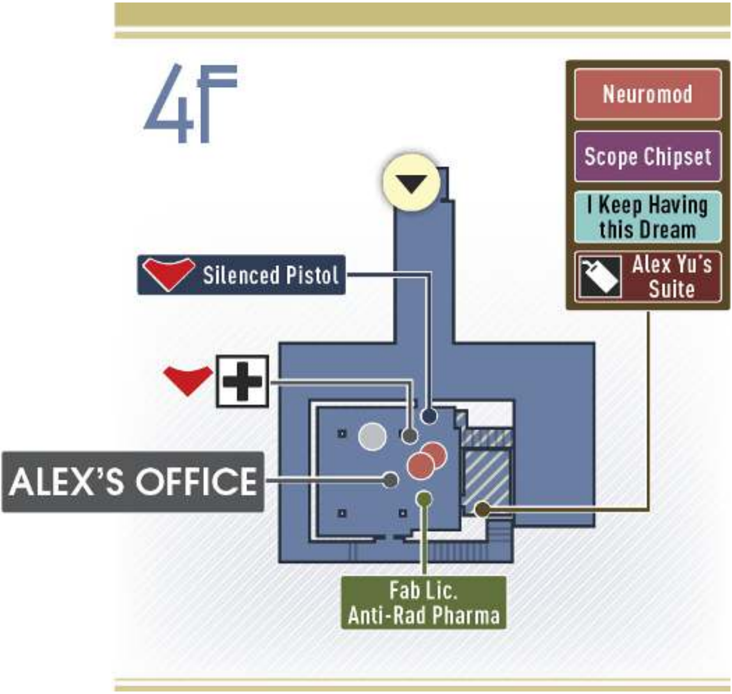
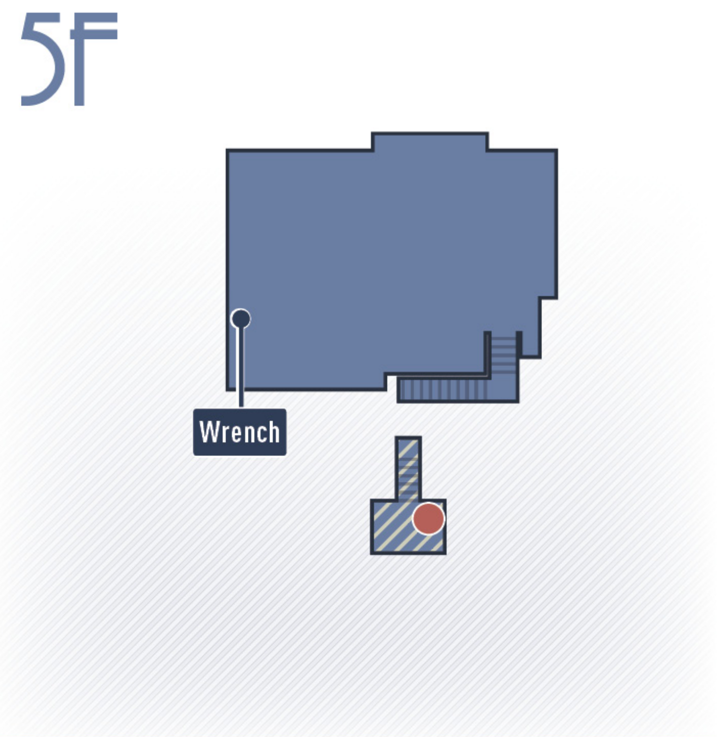






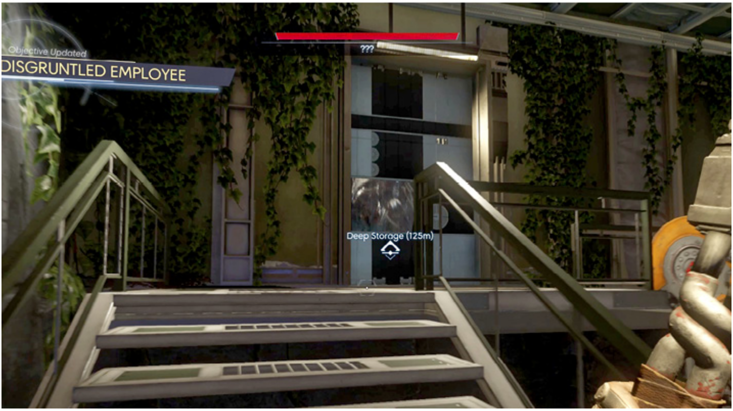


DISGRUNTLED EMPLOYEE

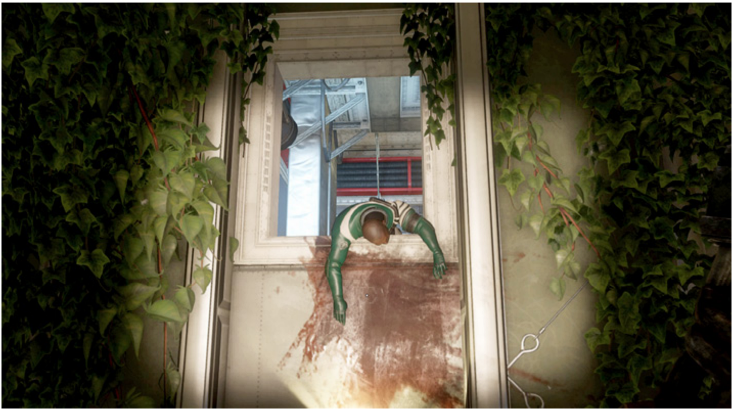
Objective Summary: Grant Lockwood (Employee 1129) was fired and scheduled to leave the station on the last shuttle to Earth, but he skipped getting on the shuttle. HR made the situation worse by deactivating his tracking bracelet before he was officially off the station. If I can get to Deep Storage and reactivate his tracking bracelet, I can find out what happened to him.

Listen to the recording (Find Grant Lockwood) found on Jia Kyung-Ho's TranScribe to trigger this optional objective. You'll need to access Deep Storage before resuming this objective.

After visiting the Recycler and Fabricator, ascend the nearby staircase. The door at the top of the steps is unpowered. A massive, unknown Typhon organism roams the path beyond the door. January warns you to stay away from this Typhon. You can try scanning the Typhon with the Psychoscope, but it moves out of sight quickly. This unpowered door can be forced open if you possess the Leverage III ability. Otherwise, you'll need to find another exit.



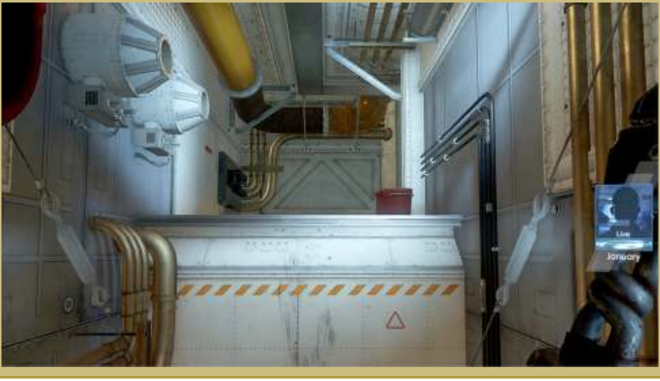
From the door, turn right to spot the body of Marc Sellers hanging out of a duct. Search his body and jump to access the duct. Once inside, crouch and follow the duct to an opening above. Jump up through the opening to pull yourself out of the duct.



LIFT INTERFERENCE

Objective Summary: The main lift is currently not working. I should find out what the source of the interference is so I can free up the lift and gain access to more of the station.

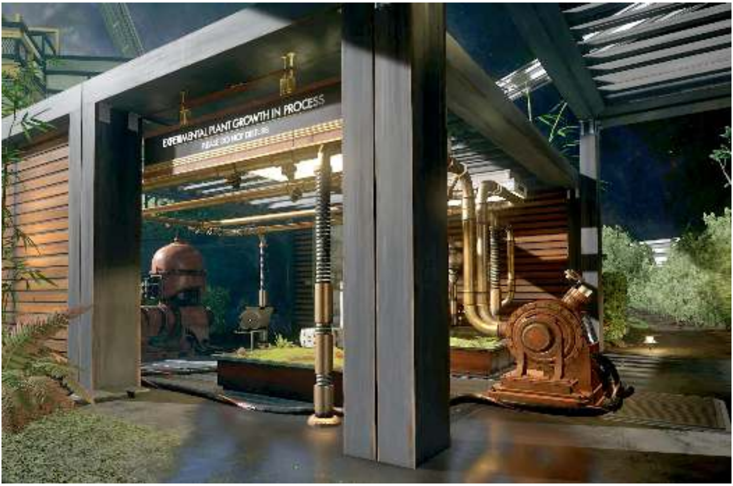
While crawling through the duct, January suggests investigating the lift system. You'll need to access the Arboretum Foyer in the Talos I Lobby to resume this objective.



EXPERIMENTAL PLANTS

Notable Items:
Shotgun
Turret (2)

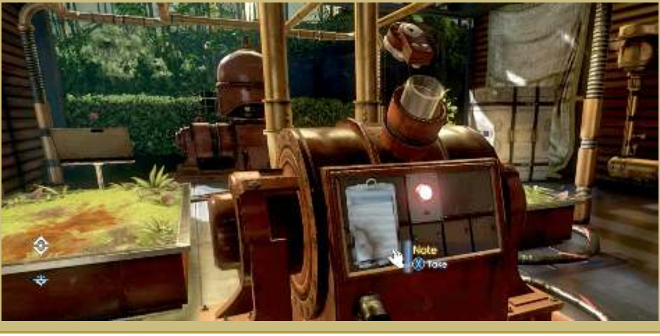
Take a look around as you emerge from the duct. The Arboretum is like no other facility on Talos I because it is filled with lush vegetation. In addition to supplying the station with oxygen, plants grown in the Arboretum help feed the crew. The researchers here experiment with different soils, fertilizers, and watering regimens to create custom fruits and vegetables.



GARDENING TIPS

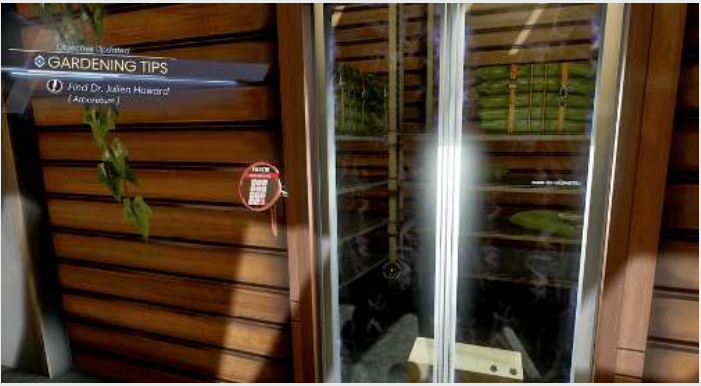
Objective Summary: I should use a security station to search for Dr. Julien Howard to learn more about the growth formula he wanted to begin testing in the Arboretum sprinkler system. He seemed excited.

Grab the note attached to the fertilizer dispenser to begin this optional objective. Apparently Dr. Howard has discovered a way to grow fruit in only ten minutes. Fearful that others may take credit for his discovery, Dr. Howard keeps a fertilizer fabrication plan on him at all times. You'll need to find Dr. Howard to continue this objective.

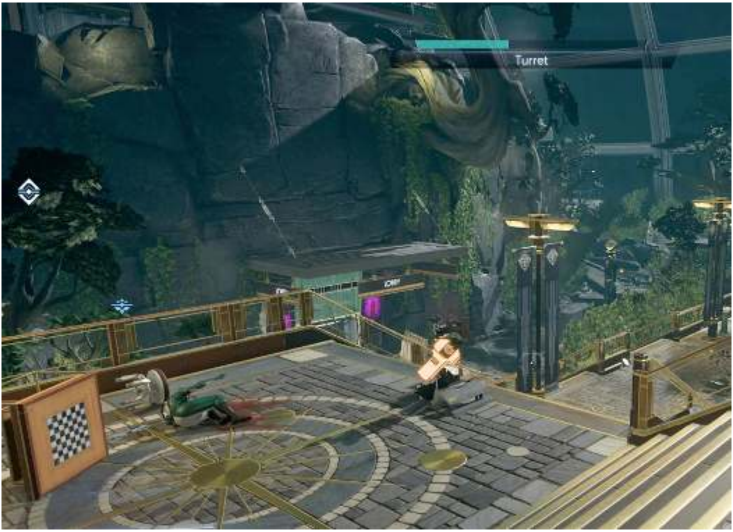


SUPPLY CLOSET

The supply closet near Dr. Howard's experiment is locked. You can hack the keypad if you possess the Hacking I ability. The closet contains a few random supplies including some food and junk. There's also a Mimic hiding inside, so eye each object with suspicion.



Descend the nearby steps to locate the body of Evelyn McCarthy. A Shotgun is near her body. A couple of broken turrets are also nearby. If you possess more than one Typhon ability, hack the turrets before repairing them. If you don't hack these turrets, they'll attack you. Grab one of the turrets and carry it up the steps leading to the green house.



GREEN HOUSE

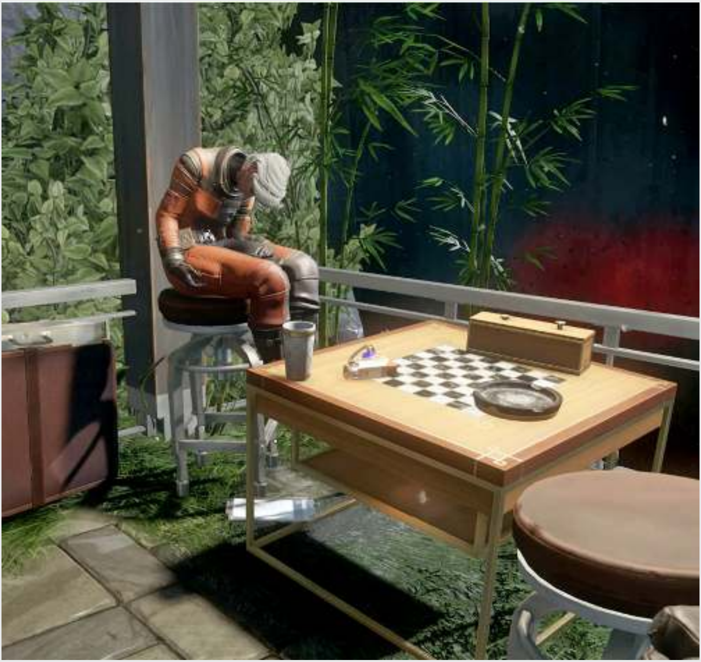
Notable Items:	Keycode: Storage AR01	Nullwave Transmitter	Water Pressure Regulator
	Weapon Upgrade Kit	Suit Chipset	Recycler Charge

As you near the green house's main door, Rodney S. Poole tries to get your attention from inside. He pleads with you to open the door while banging on the adjacent window. Use your Psychoscope to scan the unknown Typhon entity floating inside the green house. This is a Telepath. It is capable of taking over the minds of humans and turning them into sleepwalking drones. Watch as the Telepath controls Rodney S. Poole. There's nothing you can do to stop it, but you can still save Rodney and the rest of the personnel trapped inside the green house. Stay near the window and scan some of the mind-controlled crew to update your research entries. Don't get too close to the mind-controlled crew, their heads will explode!

RESEARCH
Press ⓔ to view research on the entity you

DR. HOWARD'S PASSWORD

The Green House console can be accessed by inputting Dr. Julien Howard's password. Retrieve his password from a note located near Iris Stein's body, not far from the Crew Quarters foyer. A Neuromod is also on the nearby chessboard.



SAVE RANI

Objective Summary: Rani and others might be mind-controlled by a Typhon. Killing the Typhon might free them.

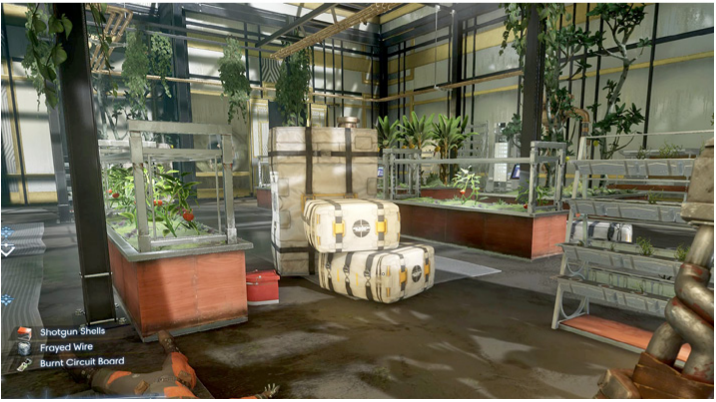
Grab the note on the ground directly in front of the green house's main door to initiate this optional objective. Rani suggests killing the Telepath to save those who are mind-controlled.

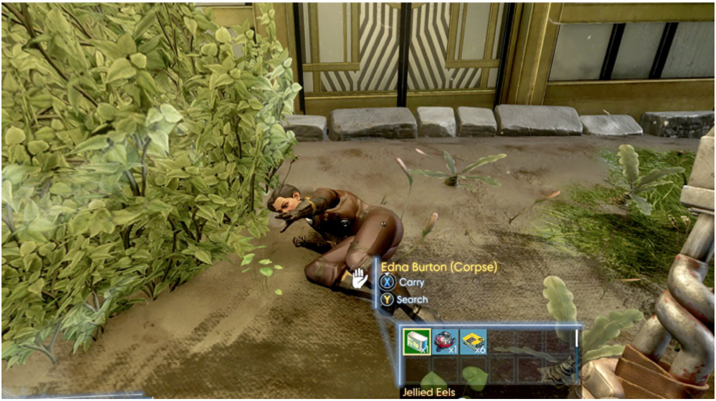
Deploy the turret outside the green house. Although the turret can't shoot through the green house windows, it will engage the Telepath inside and get its attention. The Telepath can fly, allowing it to escape through the green house's roof. Lure the Telepath outside and attack it with the Q-Beam. Killing the Telepath renders all mind-controlled subjects unconscious, but at least they're alive.

If you can't lure the Telepath outside the green house, access the green house console and open the doors. The console requires Julien Howard's password. It can also be hacked if you possess the Hacking III ability. Opening the doors allows the Telepath to exit, so you can engage it directly. Watch out for the mind-controlled victims! Zap them with the Disruptor Stun Gun if they attack.

Once the Telepath has been eliminated, enter the green house and locate Rani Chaudhary. She's the only conscious crew member inside. She's grateful for your assistance and gives you the code to the weapons locker (Storage AR01). Rani says the locker contains a few turrets that may be helpful for fighting the Typhons. Meanwhile, Rani is heading for the Cargo Bay. Apparently, security was supposed to fall back there. You can complete this optional objective later by accessing the weapons locker.

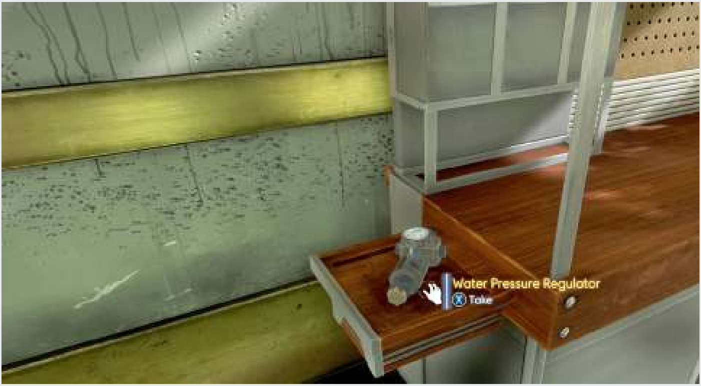
While you're in the green house, take a look around. Here you can stock up on Jamon Tomatoes and Skyking Pomegranates. There's also a Nullwave Transmitter in the supply crate near the main door. The Operator Dispenser here produces Science Operators, helpful for replenishing your Psi energy. Also, be sure to search the unconscious crew members (Rodney S. Poole and Mickey Pitt Sr.) for supplies. Edna Burton can be found outside the green house, near the backdoor. She's carrying a Recycler Charge.





WATER PRESSURE REGULATOR

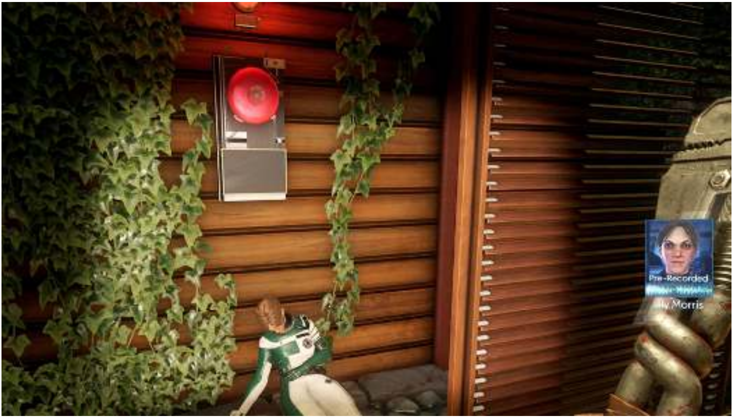
Retrieve the water pressure regulator from the workbench inside the green house. This piece of hardware comes in handy later, once you access Crew Quarters.



LOBBY ACCESS

Notable Items:
Neuromod
Typhon Lure
Recycler Charge
Audio Recording: Three Taps of a Wrench
Turret

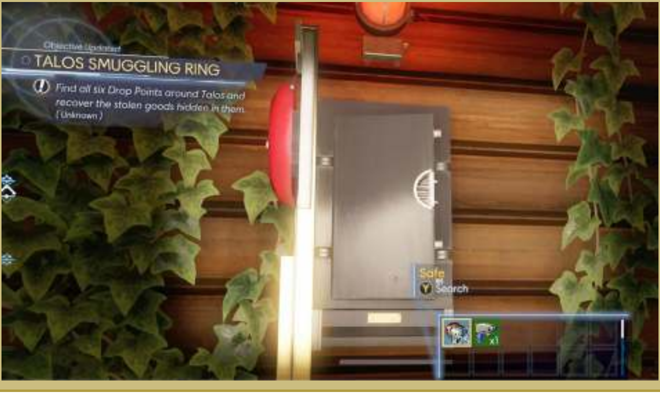
After exploring the green house, exit and proceed down the large staircase where you repaired the two turrets earlier. Enter the corridor leading to the Talos I Lobby. Two active turrets guard the doorway ahead. Along the way, search the body of Jenny King to retrieve a Typhon Lure and Medkit. Proceed down the corridor and look for Lily Morris' corpse on the right. Her TranScribe reveals another optional objective.



TALOS SMUGGLING RING

Objective Summary: Lily Morris has been working with Eddie Voss and others on the station to steal company secrets and technology. Eddie set up drop points around Talos for passing these stolen goods off to someone working in Cargo Bay where they were shipped off Talos.

Play the recording (Three Taps of a Wrench) on Lily Morris' TranScribe to trigger this optional objective. Apparently, Morris is working with Eddie Voss to smuggle items off Talos I. The first drop point is located just above Morris' body—look for the red alarm bell. Hit the bell three times with your wrench to reveal a hidden safe containing some ammo and a Neuromod. This is the first of six drop points. Look for more alarm bells like this one to discover the other caches.



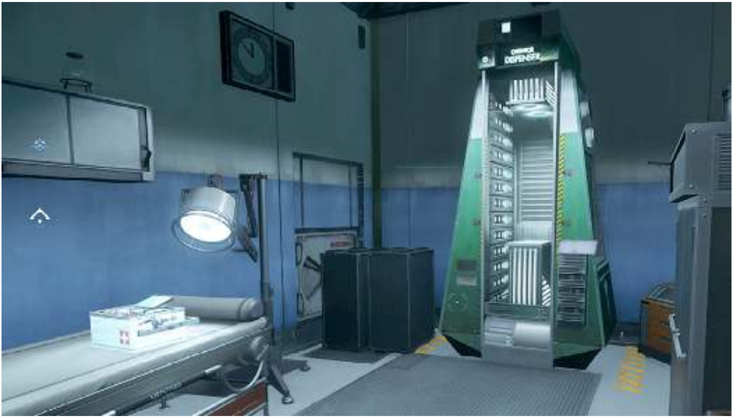
Objective Updated

TALOS SMUGGLING RING

Find all six Drop Points around Talos and recover the stolen goods hidden in them.
(Unknown)

MEDICAL BAY

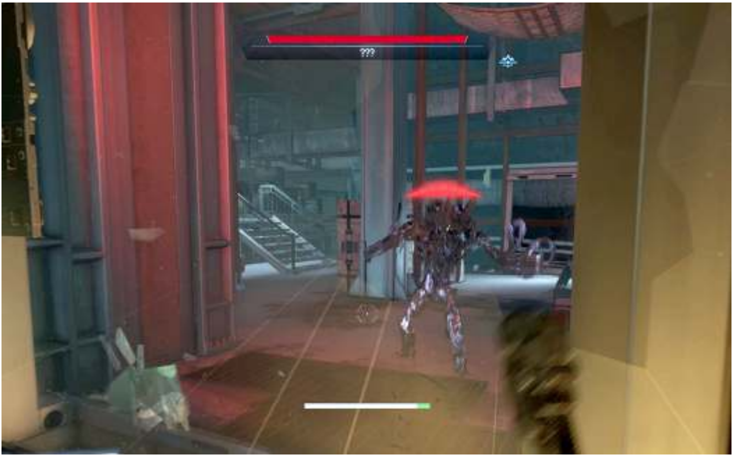
If you're low on health, consider stopping by the Medical Bay on the corridor's right side. Here you can acquire a Medkit and summon a Medical Operator. There's also a maintenance access panel in the corner of the room that leads to an undisclosed storage area. The access panel is blocked by two crates. If you possess Leverage I ability, you can move the crates and crawl through the adjacent duct. Don't obsess over this access point. There's an easier way to get inside.



SECRET STORAGE

Notable Items:
Weapon Upgrade Kit (2)
Shotgun Fabrication License
Recycler Charge

The secret storage area can be accessed in two ways. You can enter through the maintenance access panel in the Medical Bay, or you can smash one of the two aquarium screens flanking the Talos I Lobby doorway. In any case, be prepared to confront an Etheric Phantom. Scan this new Typhon to discover its weaknesses, immunities, and powers. It's best to lure this new enemy into the lobby access corridor. Two turrets can engage it at this location. Alternatively, engage the Etheric Phantom with your Q-Beam to kill it quickly.



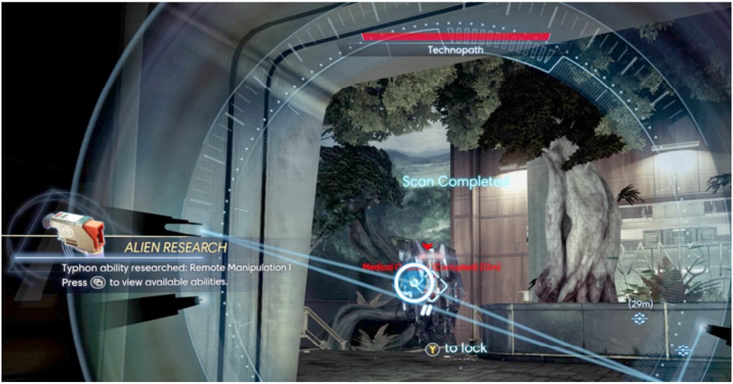
Scour the interior of this large space for supplies. The center of the room is dominated by a large security cage containing more items. The cage is completely secure with no apparent openings. Use Mimic Matter I to transform yourself into a small object, like a tape dispenser, then roll beneath the cage. Inside you find the body of Carin Buckley along with a Weapon Upgrade Kit and a Shotgun fabrication license. When you're finished searching this area, return to the corridor outside and enter the door leading to the Talos I Lobby. It's time to fix that lift.

TALOS I LOBBY

ARBORETUM FOYER

Notable Items:	Audio Recording: Morgan’s Breakdown	Keycard: Hendrik DeVries’ Office

Crouch and sneak toward the lift when you reach the Arboretum Foyer. The elevator bank is guarded by a large, unknown Typhon organism. Scan it with the Psychoscope to reveal its name and attributes. This is a Technopath. These Typhon interfere with mechanical and electrical systems, hence the malfunctioning lift. The Technopath is joined by a pair of corrupted Operators.

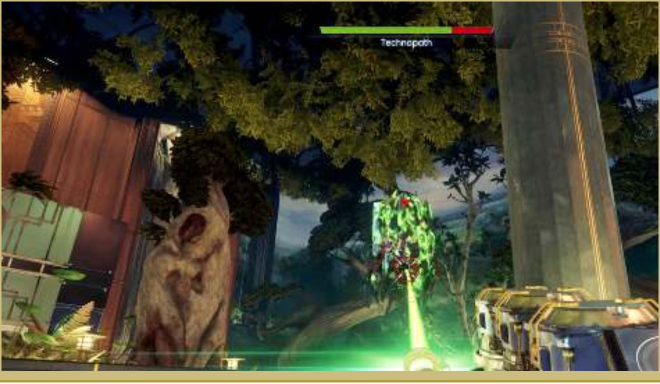


Typhon ability researched: Remote Manipulation I

Press ⊜ to view available abilities.

LIFT INTERFERENCE (CONTINUED)

Keep your distance and toss an EMP Charge and Nullwave Transmitter at the Technopath and corrupted Operators. The EMP Charge temporarily disables the Corrupted Operators, allowing you to focus your attention on the Technopath. Target the Technopath with your Q-Beam. Make sure the weapon is fully loaded before opening fire. Concentrate a steady beam of unstable particles into the Technopath until it explodes. Finally, eliminate the Corrupted Operators with your Disruptor Stun Gun. January reports that the lift is functional again, allowing you to access the Talos I Lobby and Life Support. Before heading back to the Arboretum, search the body of Hendrik DeVries nearby to unlock another optional objective.



DO NO HARM

Objective Summary: I found a TranScribe in the lobby on the body of Hendrik DeVries, the head of the Trauma Center. The TranScribe is encrypted, but if I could find a decryption key I could figure out what's on it.

Play the recording (Morgan's Breakdown) found on Hendrik DeVries' TranScribe to trigger this optional objective. DeVries' body also has a keycard to his office in the Trauma Center. You can resume this objective once you return to Talos I Lobby's Trauma Center. For now, return to the Arboretum.

Walkthrough: Story Objectives

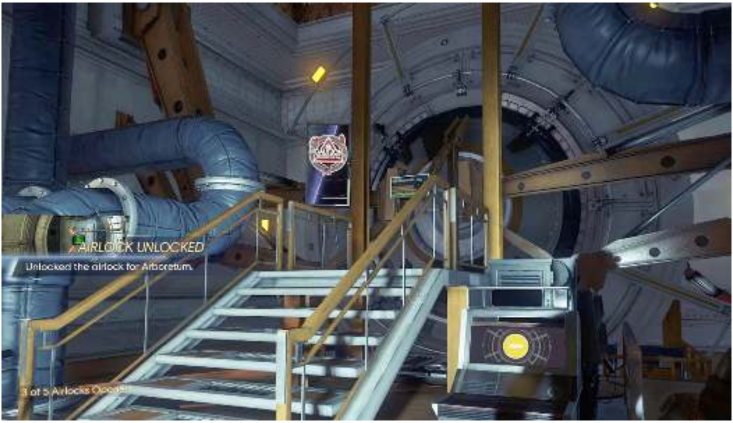
Gathering Echoes

GATHERING ECHOES

The fabrication plan to my Arming Key is in Deep Storage. Danielle Sho ran the place and sealed the door with a biometric lock keyed to her voice. I'll have to look around for a way in.

AIRLOCK

While you're down here, unlock the Arboretum's airlock. This is the third airlock you've unlocked, allowing you to access the Arboretum, Hardware Labs, and Psychotronics from Talos I's exterior. The Shuttle Bay and Power Plant's airlocks remain locked. While you're free to continue to Crew Quarters, there are a few loose ends you should tie-up before leaving the Arboretum.



AIRLOCK UNLOCKED

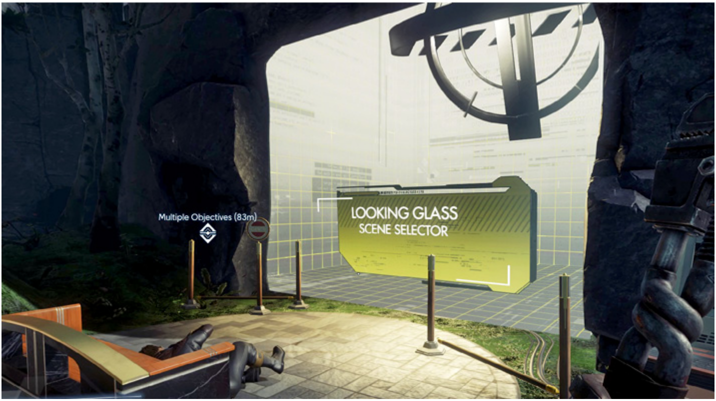
Unlocked the airlock for Arboretum.

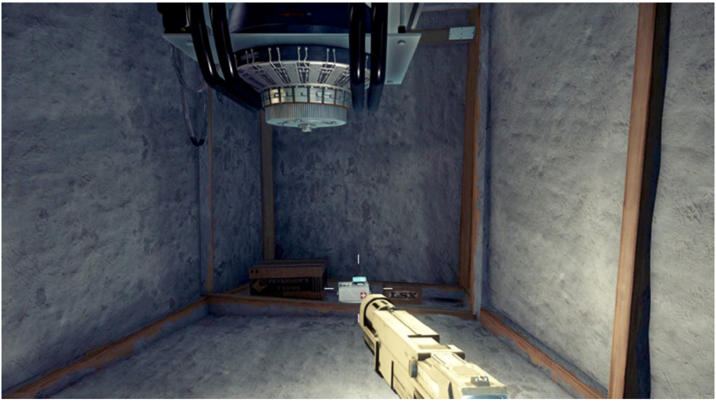
3 of 5 Airlocks Opened

LOOKING GLASS

Notable Items:	EMP Charge	Audio Recording: Super Fruit	Dr. Howard's Growth Formula Fabrication License

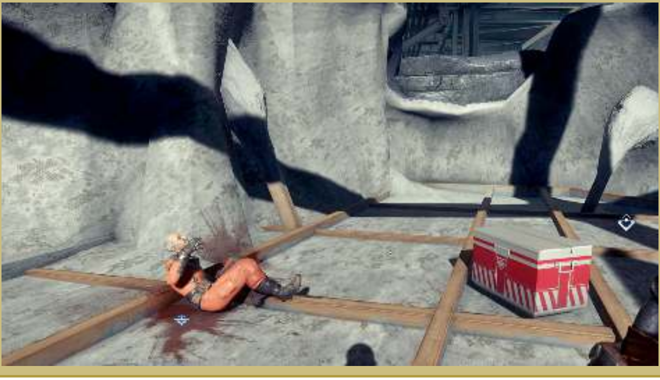
Exit the Deep Storage access area via the Grav Shaft and locate this Looking Glass station nearby. Dr. Julien Howard is located on the roof of this station. Smash the Looking Glass screen to reveal a hidden room containing a Medkit. Approach this area cautiously. Just above the Medkit is a shaft. Watch for Mimics dropping through this shaft, taking the form of cardboard boxes. Eliminate the Mimics and ascend through the shaft. Use your GLOO Cannon to create climbable deposits.





GARDENING TIPS (CONTINUED)

Pull yourself up onto the roof to locate Dr. Howard's body. Search him to retrieve an EMP charge, a TranScribe, and the Fabrication License for Dr. Howard's Growth Formula. You can use this license to create the special fertilizer used in Dr. Howard's breakthrough experiment. You can resume this objective later, during a visit to a Fabricator.



PATH TO ALEX'S OFFICE

Notable Items:
Audio Recording: The Golden Gun
Keycard: Jada Marks' Cabin
Keycode: Jada Marks' Safe

Normally, Alex Yu's office can be accessed via the Grav Shaft, near Deep Storage. But this Grav Shaft is locked, requiring a Hacking IV ability to unlock. Fortunately, there's another way up. While still atop the roof of the Looking Glass station, pull yourself onto the ledge and look for a damaged electrical junction spewing arcs of electricity. Use your GLOO Cannon to temporarily smother the arcs, allowing you to conduct repairs.

This gives you the opportunity to search the body of Marietta Kyrkos without being electrocuted. Search Marietta Kyrkos' body to retrieve a keycard to Jada Marks' cabin (in Crew Quarters) and a TranScribe. Listen to the recording on the TranScribe to reveal a new optional objective. Continue along this path, just beneath Alex's office, negotiating your way past a feel steel beams. Follow the rocky ledge to a railing, just outside Alex's office.

THE GOLDEN GUN

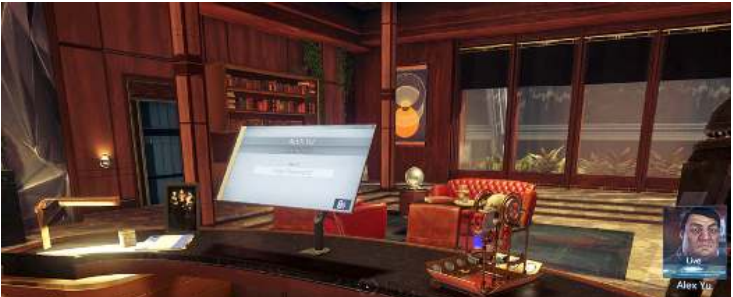
Objective Summary: Captain Jada Marks sent someone to her quarters to fetch a special gun. She never received it. I should go see if it's still there.

Listening to the recording on Marietta Kyrkos' TranScribe triggers this optional objective. The recording reveals the keycode to Jada Mark's safe, located within her cabin in Crew Quarters. Apparently there's a special gun inside the safe. Resume this objective when you access Crew Quarters.

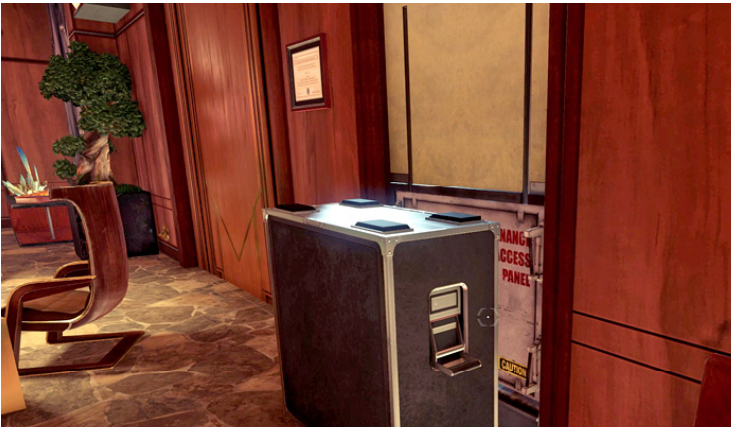
ALEX'S OFFICE

Notable Items:
Neuromod (3)
Weapon Upgrade Kit
Scope Chipset
Keycard: Alex Yu's Suite
Audio Recording: I Keep Having This Dream
Nullwave Transmitter

Step into Alex's office and have a look around. Alex contacts you, voicing his displeasure with your snooping. Search his desk to retrieve a Neuromod. A Weapon Upgrade Kit sits on a table next to the wood burning stove. Alex's workstation is password-protected and requires the Hacking IV ability to crack. There's nothing pertinent on the workstation for now. However, you'll want to gain access eventually.

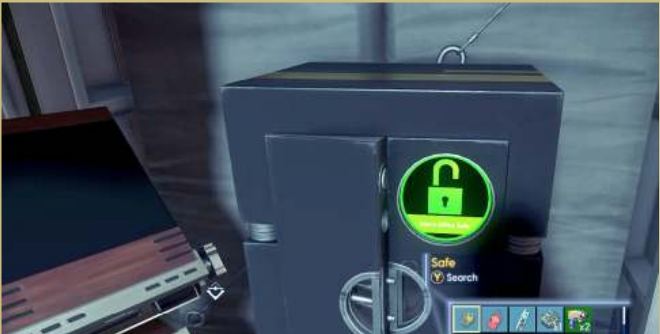


There's a large crate positioned in front of a maintenance access panel. This leads to a secret compartment containing Alex's safe. While you can open the panel, you can't enter while the crate is there. The crate can be moved if you possess the Leverage II ability. You can also use Mimic Matter I to transform yourself into a small object, such as the coffee mug on Alex's desk. Transforming into a small object allows you to fit in the gap between the crate and the access panel.



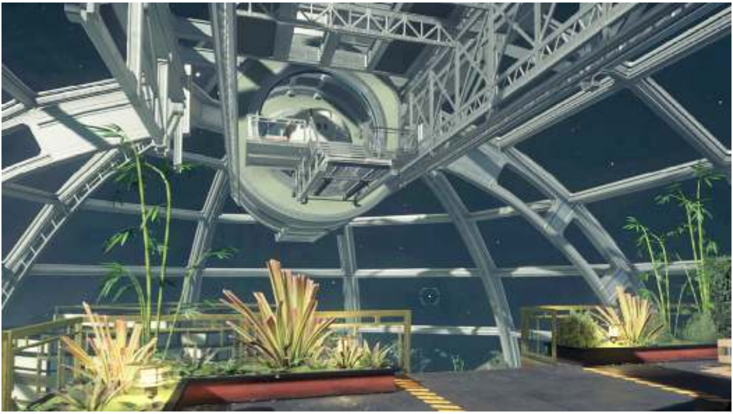
WHO IS DECEMBER? (CONTINUED)

Using the keycode you retrieved from December, back in the Neuromod Division, open Alex's safe. Unfortunately, the safe doesn't contain the keycard to Alex's escape pod. However, it does contain the keycard to his suite, located in Crew Quarters. Perhaps the escape pod key is there? The safe also holds a Scope Chipset, a Nullwave Transmitter, and two Neuromods. You can resume this objective once you access Alex's suite in Crew Quarters.



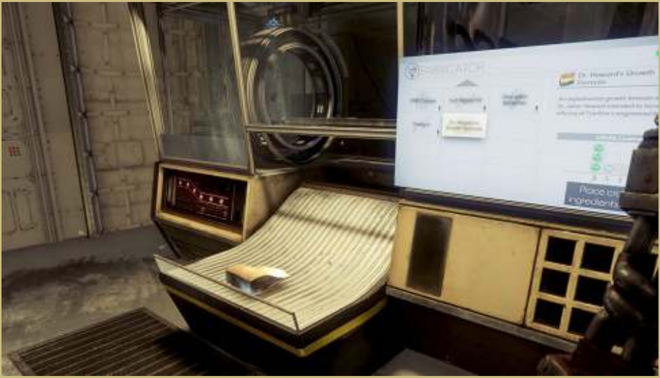
[O] Mimic Detection Gen 2

After searching Alex's office, step outside and ascend the nearby staircase leading to the roof. Here you can see Alex's escape pod. It's currently inaccessible because it is suspended from a large platform above. You'll need to access Alex's workstation to lower a ramp leading up to the escape pod. You can do that later, if you choose to follow December's directive and escape the station. For now, return to the G.U.T.S. Loading Bay. It's time to fabricate Dr. Howard's fertilizer.

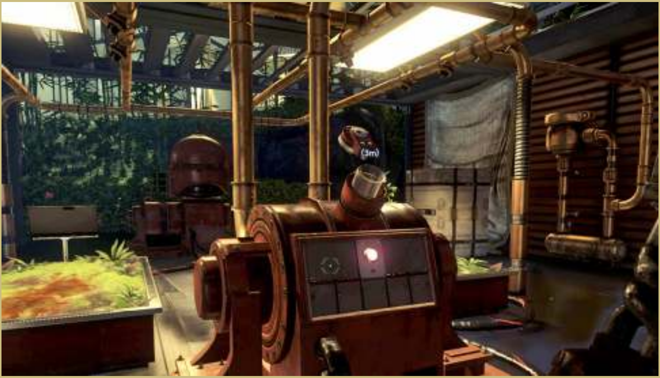


GARDENING TIPS (CONTINUED)

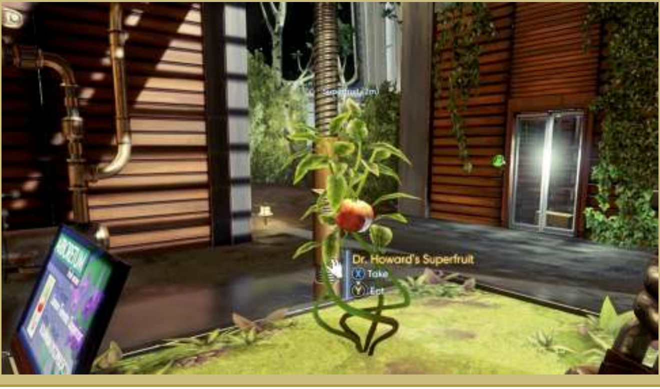
Instead of heading directly to the Crew Quarters, take a detour to the G.U.T.S. Loading Bay. Here you can fabricate Dr. Howard's Growth Formula. You can use this bag of fertilizer to create an experimental tomato.



Return to the Experimental Plants garden where you first retrieved the note from Dr. Howard. Interact with the fertilizer dispenser. Move Dr. Howard's Growth Formula from your inventory to the fertilizer dispenser. Next, activate the dispenser by pressing the glowing button. This turns on the sprinkler control system and applies a mix of water and fertilizer to the plant.



It takes exactly ten minutes for the plant to produce fruit. Consider exploring more of the Arboretum while waiting. Or you could continue to the Crew Quarters. You'll be coming back to the Arboretum later. Once ten minutes has elapsed, you can retrieve Dr. Howard's Superfruit from the plant to complete this objective. Eating this Superfruit is necessary if you wish to unlock the TranStar Gourmand achievement/trophy. This requires you to eat every food item aboard Talos I.



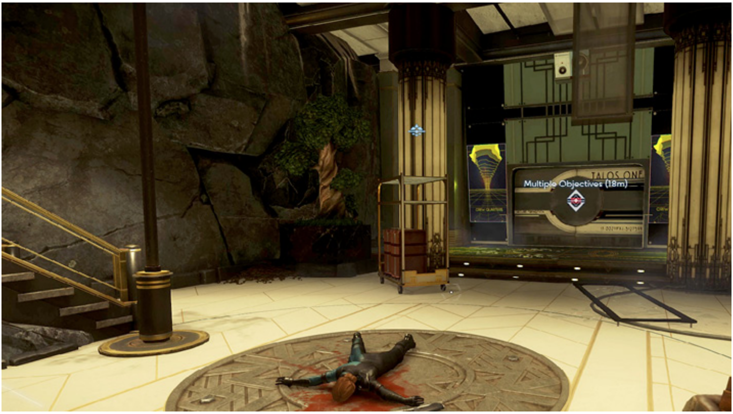
JFK BENCH

Before leaving the Arboretum, pay a visit to this bench dedicated to John F. Kennedy and take a moment to read Book 4 from The Starbender Cycle series—this puts you one step closer to completing the Prism Master achievement/trophy. The bench is located near the waterfall, not far from the Looking Glass station.

CREW QUARTERS FOYER

Notable Items:	Shotgun	Shotgun Shells Fabrication License

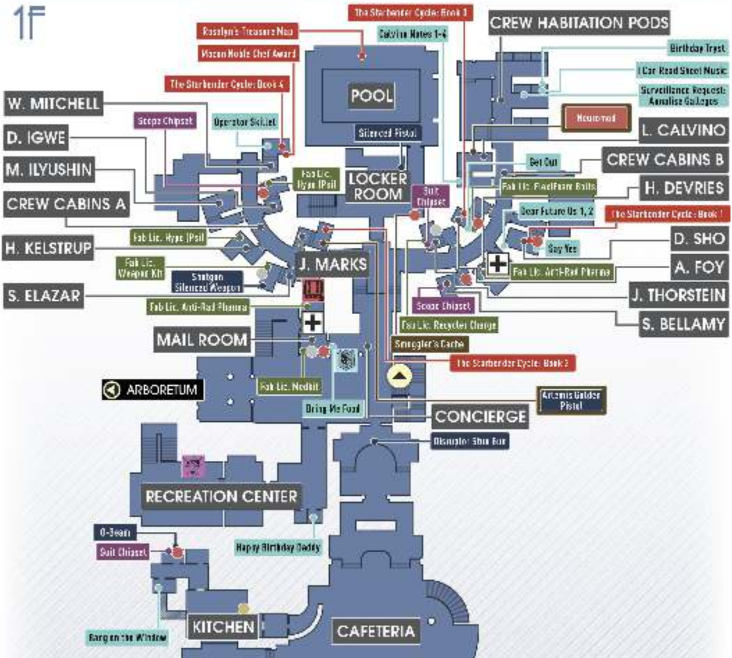
It’s time to visit the Crew Quarters in an attempt to find voice samples of Danielle Sho. Once you’ve acquired some voice samples, you can come back to the Arboretum and access Deep Storage. Descend the staircase beyond the security booth. There may be a Phantom lurking somewhere below if you didn’t eliminate it earlier. Search Lizzy Colton’s body on the floor in front of the Crew Quarters door to retrieve a Shotgun Shells fabrication license. There are also some Russian Blinis on the floor behind the fountain. When you’re finished searching this area, enter the door leading to the Crew Quarters.

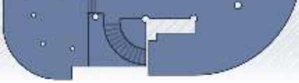


CREW QUARTERS

MAP LEGEND

- ● Audio Recording
- ● Chipset
- ● Neuromod
- ● Safe
- ● Turret
- ● Weapon Upgrade Kit
- ▨ Fabricator
- ▲ Grav Shaft
- ▨ Keycard
- ◀ Level Transition
- ✚ Medkit
- ⬍ Object Above/Below
- ▨ Operator Dispenser
- ▨ Recycler
- ▨ Security Station





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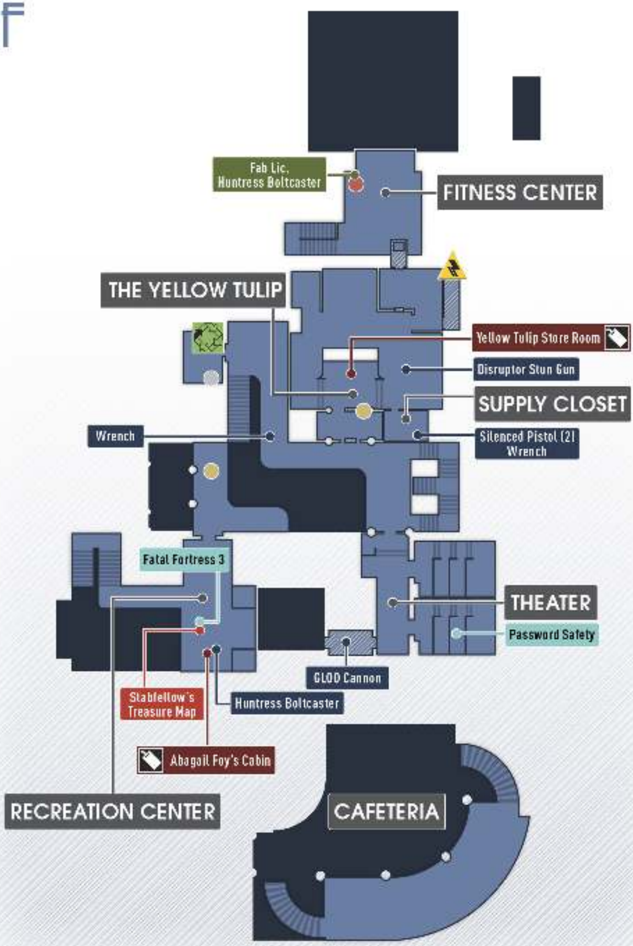
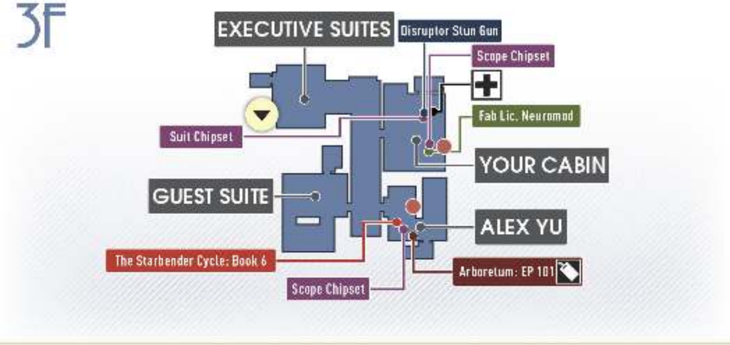
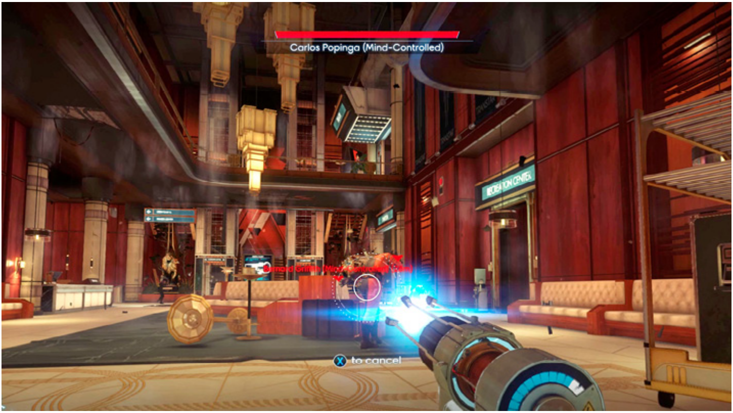




FOYER

Immediately after entering the Crew Quarters, assume a crouched stance. Several mind-controlled crew members are wandering around. If you're spotted, these mind-controlled victims will run toward you, causing their heads to explode. Equip your Disruptor Stun Gun and attempt to incapacitate these crew members as you sneak your way toward the nearby Medical Bay. Charge the weapon and sneak up behind these mind-controlled crew members to deliver an incapacitating shock. The stock Disruptor Stun Gun has very limited range, so you'll need to get fairly close. Once struck, the victims are rendered unconscious, posing no risk to you or themselves. As you move through the foyer, a voice can be heard over the loudspeakers, triggering a new optional objective.



NIGHTMARE WARNING

If you didn’t confront or evade a Nightmare in the Arboretum, there’s a good chance you’ll encounter a Nightmare when entering Crew Quarters. The mind-controlled victims and other Typhon threats near the foyer make confronting a Nightmare here extremely difficult. If you’re spotted by the Nightmare, immediately return to the Arboretum to initiate the Nightmare’s cooldown, preventing it from spawning for another 20 minutes. When you reenter the Crew Quarters, the Nightmare will be gone (but it will return, eventually).

THE COOK’S REQUEST

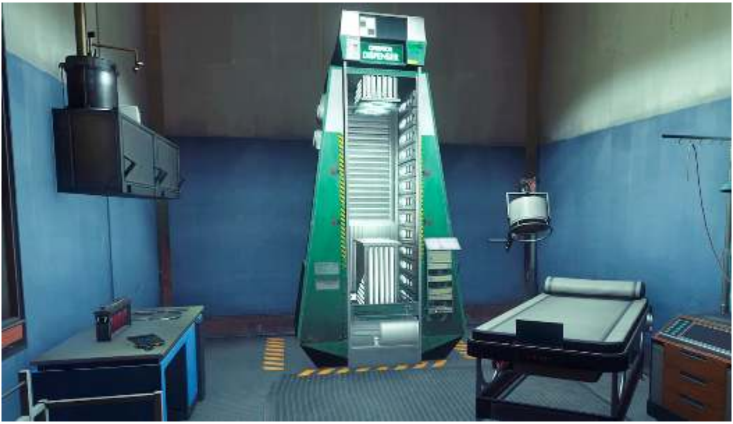
Objective Summary: Will Mitchell is alive in the kitchen of the Crew Quarters and broadcasting over the loudspeakers. I should head to the cafeteria and investigate.

The cafeteria is located at the opposite end of the foyer. But this objective can wait. It’s best to explore other areas of the Crew Quarters before entering the cafeteria.

MEDICAL BAY

Notable Items	Anti-Rad Pharma Fabrication License

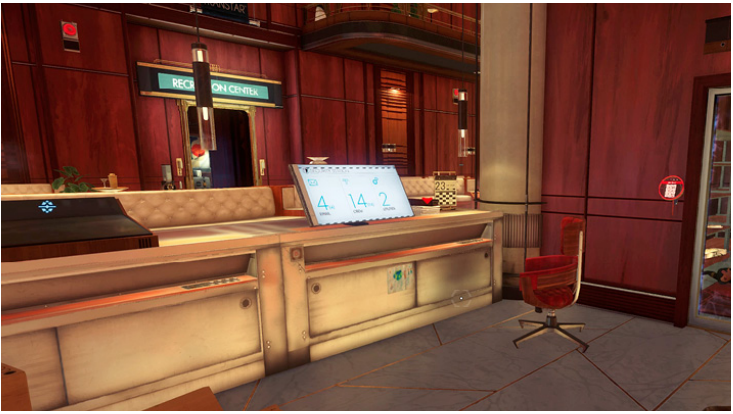
The door to the Medical Bay is barricaded by crates—you can move them if you possess the Leverage I ability. Otherwise, consider using Mimic Matter I to transform yourself into a small object then slip through cracks in the makeshift barricade. Inside you can find a Medkit and a fabrication license for Anti-Rad Pharma. You can also deploy a Medical Operator from the dispenser. If you sustained injury, speak to the Medical Operator to heal before exiting the Medical Bay.



CONCIERGE

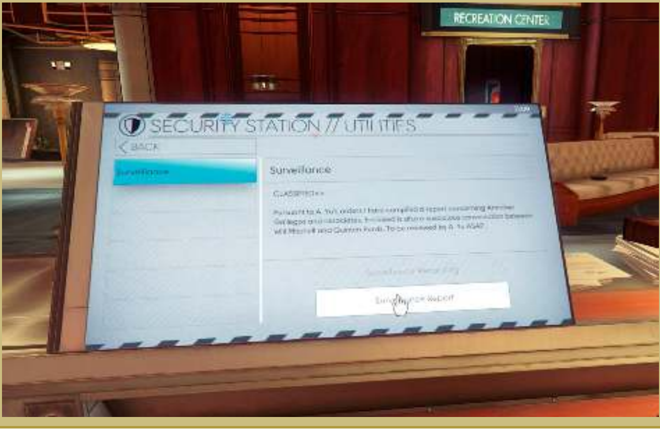
Notable Items:	Keycode: Fitness Center	Audio Recording: Bring Me Food

Stay low as you return to the foyer, careful to avoid any mind-controlled crew members. There's also an Etheric Phantom lurking about. If spotted, be ready to engage with your Q-Beam. Creep behind the concierge desk to access a security station. Here you can download a map of Crew Quarters as well as collect some evidence for the Whistleblower optional objective. Be sure to read the "New Gym Code" email to retrieve the keycode to the Fitness Center.



WHISTLEBLOWER (CONTINUED)

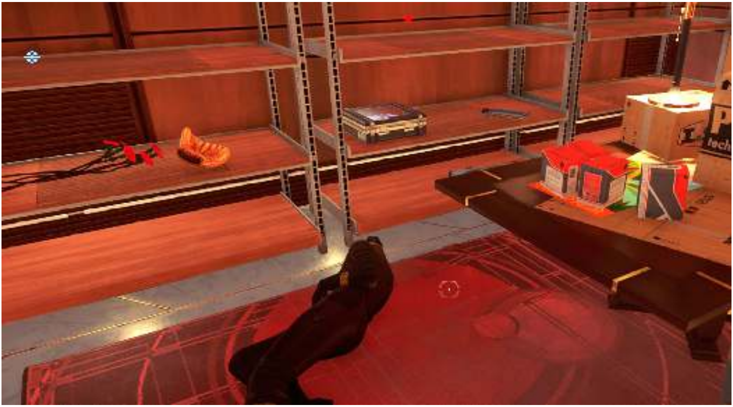
While accessing the security station, access the Surveillance tab under Utilities. Here you can download a surveillance recording and a surveillance report. The recording adds the Bring Me Food entry to your audio log. Suspiciously, Quentin Purvis has requested that Will Mitchell deliver food to a container in the Cargo Bay. Investigate container 3232 once you reach the Cargo Bay. Next, you need to locate Annalise Gallegos' habitation pod to search for more evidence.



MAIL ROOM

Notable Items:	Neuromod (3)	Weapon Upgrade Kit

The mail room is accessible from behind the concierge desk. While the door is locked, you can hack it if you possess the Hacking II ability. Otherwise, you can retrieve the keycode from Anders Kline's habitation pod, located at the end of Crew Cabins B. Once inside the mail room, search the body of Lia Macy and the surrounding shelves for supplies. Here you find three Neuromods, a Weapon Upgrade Kit, and a few boxes of shotgun ammo.



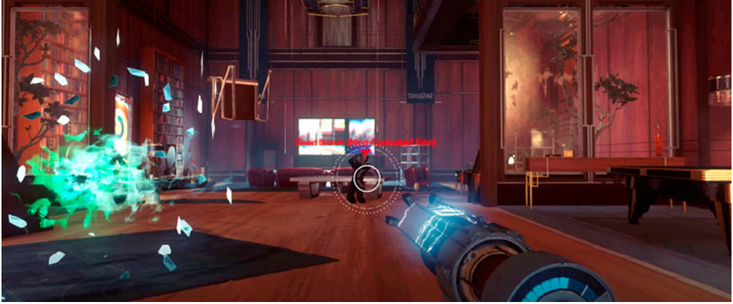
RECREATION CENTER

Notable Items:	Audio Recording: Happy Birthday Daddy	Audio Recording: Fatal Fortress 3
	Stabfellow's Treasure Map	Keycard: Abigail Foy's Cabin
	Huntress Boltcaster	Turret

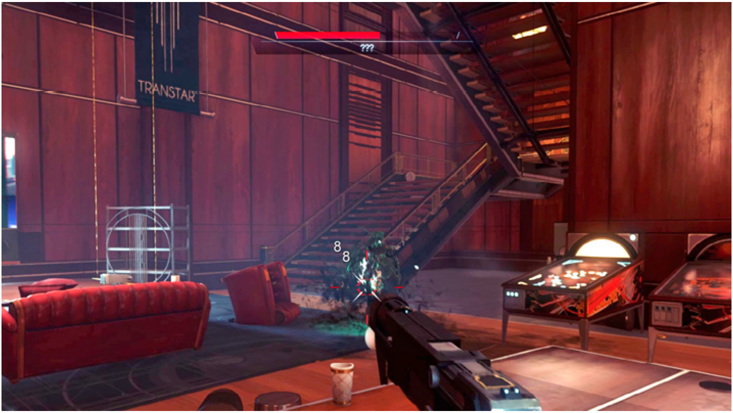
Next, cautiously cross the foyer to enter the recreation center. This two-floor facility was used as a gathering area for Talos I crew members. Now it's seemingly abandoned. Access the operational terminal in the first teleconferencing booth to retrieve an audio recording from Earth, wishing one of the crew members a happy birthday.

Stay low as you continue advancing through the recreation center and equip your Disruptor Stun Gun. There may be some mind-controlled crew members wandering about, so be ready to incapacitate them. As you near the large television, the screen begins to flicker and items fly through the air—the telltale signs of a Poltergeist.

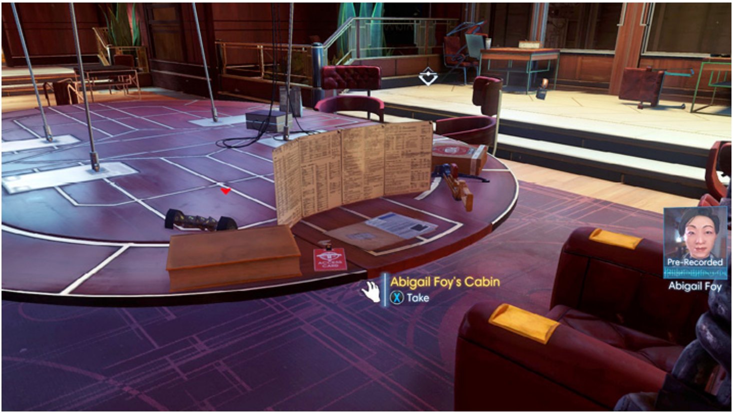
David Branch (Mind-Controlled)



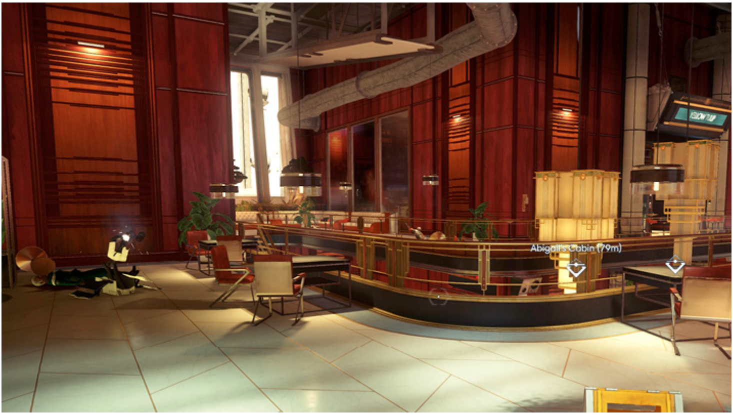
Poltergeists are invisible entities, appearing momentarily when using their Typhon abilities. Scan it with your Psychoscope when it appears. Scanning the Poltergeist makes it easier to track once it becomes invisible. Poltergeists can inflict heavy damage by tossing large objects and lifting you in the air with their Lift Field ability. Dodge incoming items when thrown at you by strafing left or right. If you find yourself floating in the air, engage your propulsion system to avoid taking fall damage when returning to the floor. Your Silenced Pistol is most effective against Poltergeists. Wait until the Poltergeist appears, then rapidly fire multiple shots in the entity. When the Poltergeist disappears, you can still inflict damage—simply fire at the Poltergeist's last known position to score a few extra hits. Keep hitting the Poltergeist until it's down for good.



After eliminating the Poltergeist, ascend the recreation center's staircase to reach the second floor. Watch out for Mimics hiding here. A large table is on the second floor. It looks like a game of Fatal Fortress was interrupted by the Typhon outbreak. Retrieve Elias Black's TranScribe to listen to a recording of a game session. The recording contains a sample of Danielle Sho's voice, increasing processing to 20%. You'll need to find more samples of Sho's voice to access Deep Storage. The table also holds the key card to Abigail Foy's cabin as well as character sheets belonging to Elias Black, Emma Beatty, Zachary West, and Danielle Sho. Grab the note next to Elias Black's TranScibe to reveal Stabfellow's treasure map. This will come in handy when taking on the Treasure Hunt optional objective.



Step out onto the recreation center's second floor mezzanine, overlooking the foyer. Brett Seydel's body lies next to a broken turret. Repair the turret and carry it as you return to the foyer. Simply jump over the mezzanine railing then use your propulsion system to slow your descent. The first floor entry to the recreation center has been blocked by luggage carts, an attempt by the Poltergeist to trap you.



CREW CABINS B

With turret in hand, cross through the foyer and enter the Crew Cabins B corridor. This is where Danielle Sho's cabin is located. You're likely to find more voice samples here. Deploy the turret at the entry to the corridor and creep forward in an attempt to locate a patrolling Phantom—this Phantom was once Ivy Song. Stand back and let the turret eliminate this Phantom. If necessary, provide support with the GLOO Cannon, slowing the Phantom's movement. Afterward, search the Phantom's remains to retrieve Ivy Song's belongings.

Ivy Song
17
415

JORGEN THORSTEIN’S CABIN

Notable Items:	Recycler Charge Fabrication License Scope Chipset

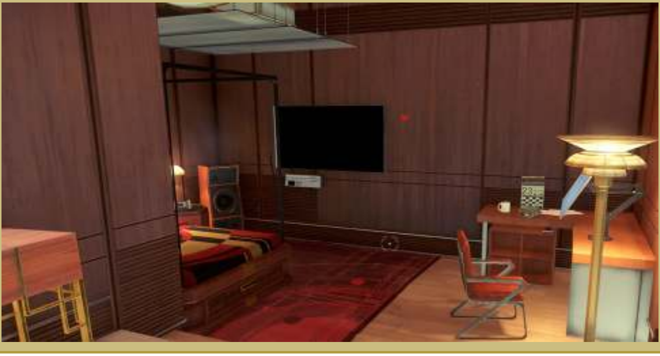
If you retrieved Jorgen Thorstein’s keycard back in Hardware Labs, you can enter his cabin (the first door on the left). Here you can retrieve a Recycler Charge fabrication license, a Scope Chipset, and some exotic material.

SYLVAIN BELLAMY’S CABIN

Notable Items:
Neuromod (3)
Alien Research: Lift Field I
Scope Chipset

THE CORPSE VANISHES (CONTINUED)

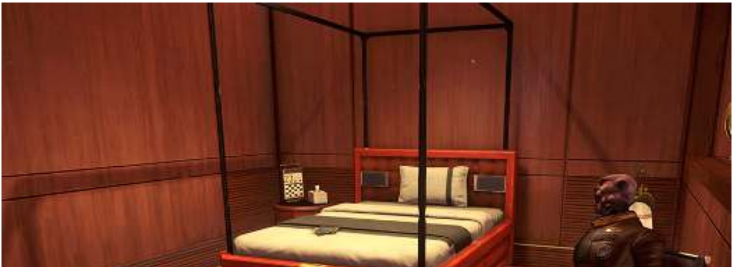
Sylvain Bellamy's cabin is directly across the hall from Thorstein's cabin. Use the keycard you retrieved from Dr. Bellamy in the Psychotronics morgue to open his cabin. Simply entering the cabin completes this optional objective. But don't forget to look around. There's a case containing three Neuromods on the shelf next to the door and a Scope Chipset on his desk. Search the Files tab on his workstation to download research data, revealing the Lift Field I ability. This is the same ability Poltergeists use to lift objects.



HENDRIK DEVRIES' CABIN

Notable Items	Anti-Rad Pharma Fabrication License

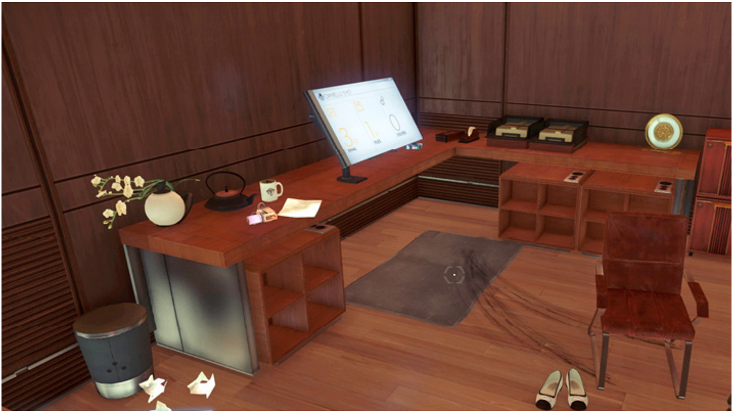
The door to Hendrik DeVries' cabin is unlocked. Step inside to rummage for supplies. Here you find the body of Mathias Kohl sitting in a chair. His body holds some Suit Repair Kits, a Psi Hypo, and a Medkit. There's also a Anti-Rad Pharma fabrication license on the bed.



DANIELLE SHO’S CABIN

Notable Items:
Neuromod
Audio Recording: Say Yes
Password: Lorenzo Calvino
Audio Recording: Dear Future Us 1
Audio Recording: Dear Future Us 2
The Starbender Cycle: Book 1

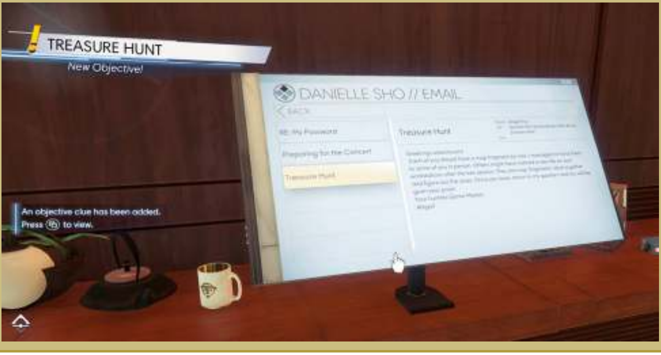
Danielle Sho’s cabin door has been pried open. Read the note attached to the keycard reader. It’s a message from Abigail Foy regarding some of Danielle’s items. Judging from this note and numerous others found inside, Danielle was in a relationship with Abigail Foy. Grab the Neuromod on Danielle’s desk then access her workstation. In the Files tab, download the conversation archive to access an audio recording of Danielle talking to Abigail. This puts you a step closer to synthesizing Danielle’s voice. Read the emails on the workstation to uncover Dr. Calvino’s password as well as a new optional objective. There’s also an email from Skye Braxton referencing a TranScribe located in Skye’s habitation pod—it might be worth checking out.



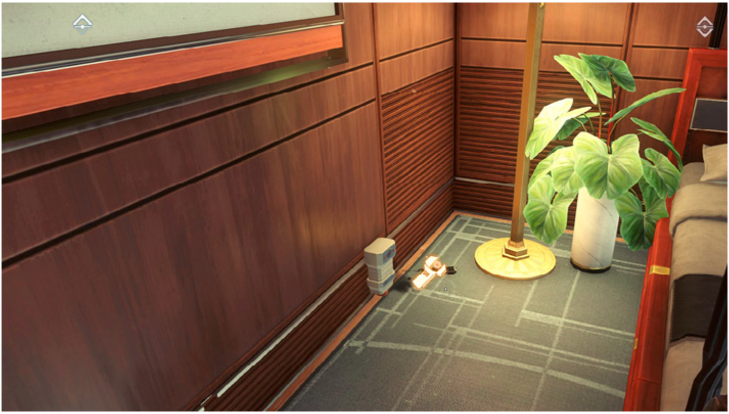
TREASURE HUNT

Objective Summary: Abigail Foy left some kind of treasure hunt for the crew members involved in her tabletop gaming group. If I can find the maps she gave them, it sounds like there could be something worthwhile on the workstation in her quarters.

Reading the "Treasure Hunt" email on Danielle's workstation triggers this optional objective. This requires you to find treasure maps belonging to Danielle, Elias Black, Zachary West, and Emma Beatty. You've already found Elias and Zachary's maps. Continue your search for Danielle and Emma's maps.



Danielle's broken TranScribe is on the floor next to her bed. Fix the TranScribe to retrieve two audio recordings, each featuring Danielle's voice. Listen to both recordings (Dear Future Us 1 and Dear Future Us 2) to gather more samples of Danielle's voice.

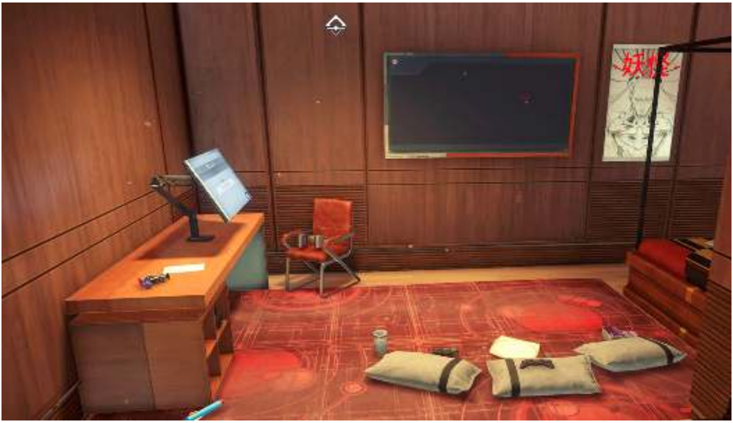


ABIGAIL FOY'S CABIN

Notable Items:
Neuromod
Password: Abigail Foy
FlexiFoam Bolts Fabrication License
Audio Recording: Get Out
The Starbender Cycle: Book 3

Abigail Foy’s cabin is directly across the hall from Danielle’s cabin. Use the keycard you retrieved in the recreation center to enter. Inside you can collect a Neuromod and some FlexiFoam Bolts. While searching the cabin, crawl under Foy’s desk to retrieve a note containing her password. Use the password to log in to the workstation. Under the Files tab you can download a plan for Boltcaster ammo as well as an audio recording.

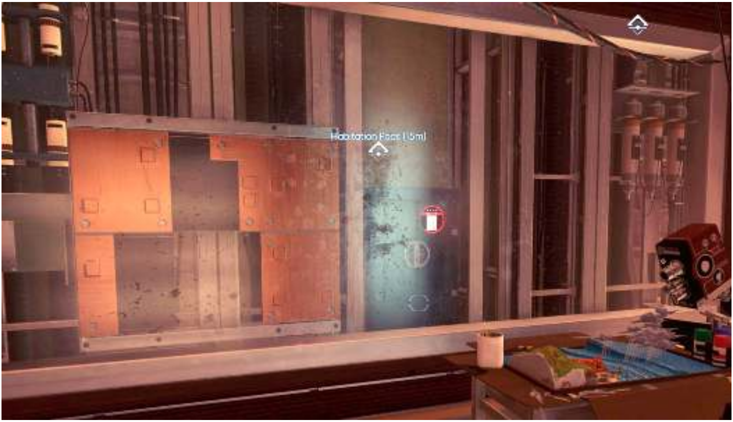
Listen to “Get Out” to retrieve another sample of Danielle’s voice. A note on Abigail’s desk is an invitation to an event at the Yellow Tulip, located on the second floor. Apparently Danielle and Skye Braxton performed there.



LORENZO CALVINO’S CABIN

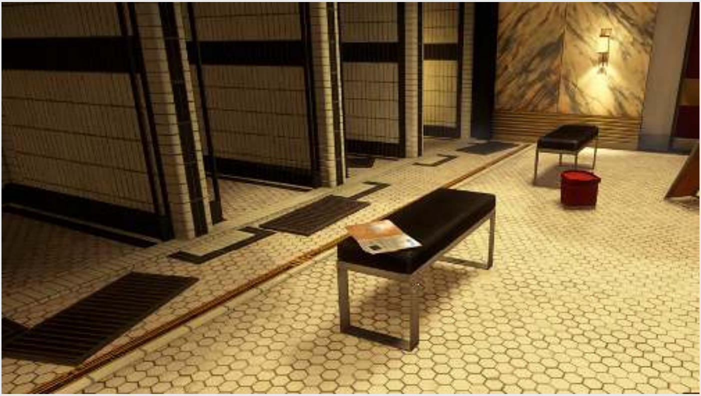
Notable Items:	Audio Recording: Calvino Notes 1	Audio Recording: Calvino Notes 2
	Audio Recording: Calvino Notes 3	Audio Recording: Calvino Notes 4
	Keycode: Calvino’s Safe	Neuromod (3)
	EMP Charge	

Use the keycard you recovered from Dr. Calvino’s workshop to enter his cabin. Access Calvino’s workstation to download four separate audio recordings. The recordings contain personal notes, chronicling Calvino’s frustrations with hallucinations and his deteriorating memory. Listen to the third entry to retrieve the keycode to Calvino’s safe. The safe is located behind the Looking Glass screen (turn off the Looking Glass to find it). Smash the Looking Glass screen with your wrench to access the safe, which has three Neuromods inside. You can also find an EMP Charge sitting on the desk next to Calvino’s bed.



FITNESS CENTER CODE

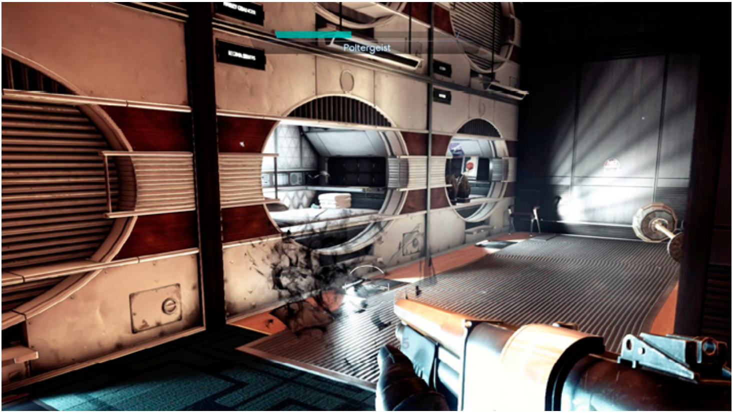
If you don’t have the keycode to the fitness center yet, you can retrieve it from the end of the Crew Cabins B hall. Look for a note on a bench in the restroom.



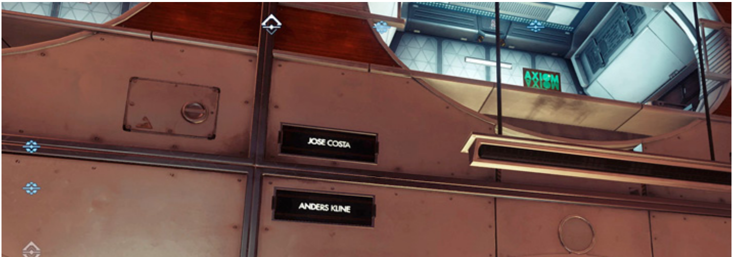
CREW HABITATION PODS

Notable Items:
Keycode: Mail Room
Audio Recording: Surveillance Request: Annalise Gallegos
Audio Recording: I Can Read Sheet Music
Audio Recording: Birthday Tryst

Gather your turret and carry it into the habitation pods facility at the end of the corridor. Immediately deploy the turret near the doorway and watch for paranormal activity. Wait for the Poltergeist to show itself and then open fire with your Shotgun. The turret will likely come under attack by the Poltergeist, so be ready to redeploy the turret if necessary. Facing the combined firepower of your turret and Silenced Pistol, the Poltergeist won't last long.

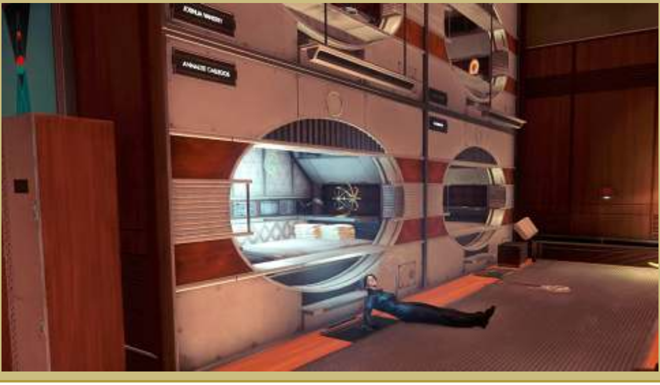


Once the Poltergeist has been dispatched, start searching the habitation pods for supplies. These pods are little more than small beds tucked into cramped alcoves, providing some personal space for Talos I's less senior staff. Start by searching Anders Kline's pod (nameplates are affixed next to each corresponding pod). Here you find a note revealing the keycode to the mail room, located next to concierge. If you haven't searched the mail room yet, make it a priority—three Neuromods are stored inside.

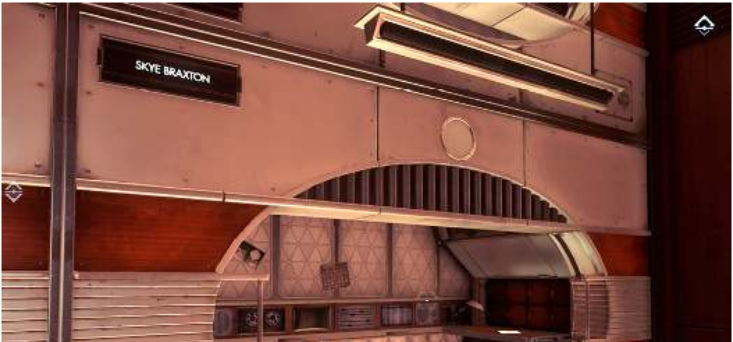


WHISTLEBLOWER (CONTINUED)

Next, search Annalise Gallegos' pod to resume this optional objective. Here you find the body of Maliah Fowles, a security officer. Search her body to retrieve a TranScribe containing a conversation with Alex. Apparently Alex was suspicious of Gallegos' activity and ordered Fowles to keep an eye on her. You can resume this objective once you reach the Cargo Bay.



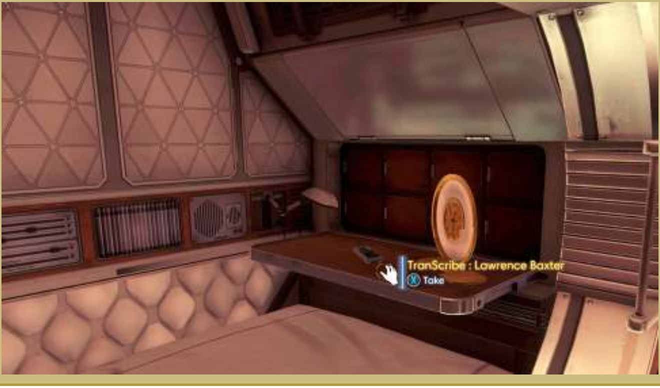
Skye Braxton's pod is located next to Annalise Gallegos' pod. Grab the TranScribe to retrieve another audio recording (I Can Read Sheet Music) containing Danielle's voice. This was recorded prior to their musical performance at the Yellow Tulip. Skye used a Neuromod to learn how to play a musical instrument in preparation for Alex's party. Listening to the recording puts you one step closer to synthesizing Danielle's voice.



THE LOVER’S GIFT

Objective Summary: A crew member named Lawrence Baxter left a gift for his lover Elle Gold under rocks near a tree that he carved their initials into in the Arboretum. I could find whatever it is, in case it’s useful. Tracking Elle on a security station might lead me to the site.

Lawrence Baxter’s pod is just above Skye’s. To reach it, use your GLOO Cannon to make a GLOO deposit on the wall, just opposite of Baxter’s pod. Climb onto the GLOO deposit, then jump and glide, using your propulsion system, toward Baxter’s pod. Here you find a TranScribe containing a conversation between Elle Gold and Lawrence Baxter. Listen to the recording (Birthday Trust) to launch this optional objective. You can resume the objective once you return to the Arboretum.



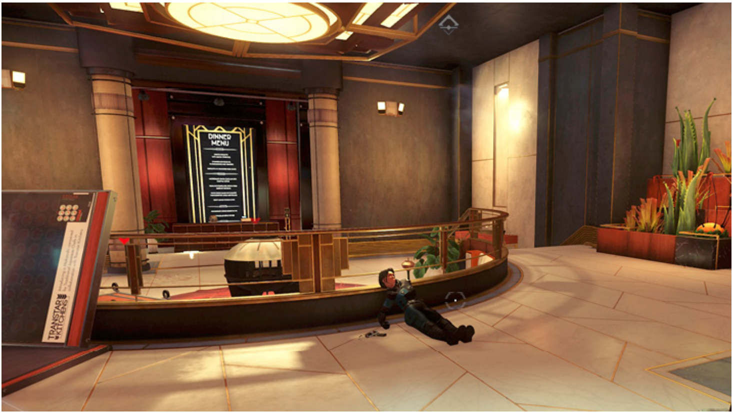
Search the last row of habitation pods for supplies and items. You can find Emma Beatty’s character sheet from Fatal Fortress in her pod—but no trace of her treasure map. Harley Grainger’s pod contains an interesting journal entry, revealing his past as a professional baseball player. There’s also a rather disturbing note in Regina Sellers pod—her child is having dreams about Typhon entities. Before leaving this area, be sure to search the various lockers for supplies, including ammo and food.

REGINA SELLERS

CAFETERIA

Notable Items:
Disruptor Stun Gun
EMP Charge
Keycard: Will Mitchell’s Cabin

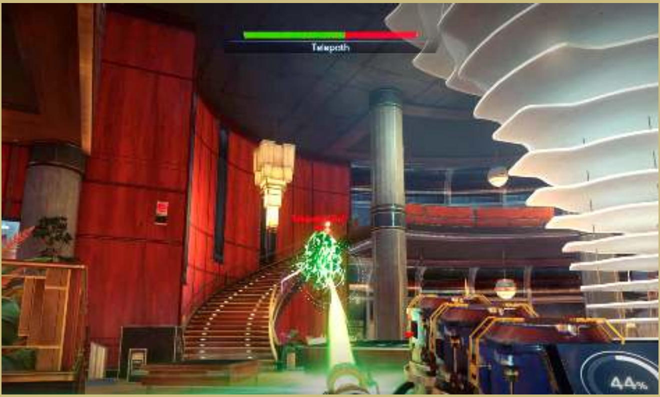
Retrace your steps through the Crew Cabins B corridor then cross the foyer to enter the cafeteria. Don’t take a turret into the cafeteria as there are multiple mind-controlled crew members inside. You don’t want these victims to get caught in the crossfire. Before entering, search the bodies of Patricia Wang and Joseph McSorley near the entrance. A Disruptor Stun Gun is next to Patricia Wang’s body. There may be an Etheric Phantom patrolling near the cafeteria, so be ready to take it out with your Q-Beam.



Crouch and sneak into the cafeteria, careful to avoid being spotted by the mind-controlled crew members. Use your Disruptor Stun Gun to incapacitate any crew members that get too close for comfort. All of these crew members are controlled by a Telepath. Creep forward and activate your Psychoscope to locate and scan the Telepath. As you enter the cafeteria, the cook (Will Mitchell), chimes in over the loudspeaker. He wants you to eliminate all the threats.

THE COOK'S REQUEST (CONTINUED)

If you want to continue this optional objective, you must eliminate all enemies in the cafeteria. Instead of hunting down each mind-controlled crew member, focus your attention on the Telepath. Equip the Q-Beam and load it to maximum capacity (applying any available weapon upgrades is helpful too). Stay low and creep forward until you have a good line of sight on the Telepath. Open fire with the Q-Beam and concentrate a steady stream of unstable particles into the Telepath, causing it to explode. Killing the Telepath renders the mind-controlled crew members unconscious. Take a moment to search the cafeteria (and unconscious crew members) for supplies.

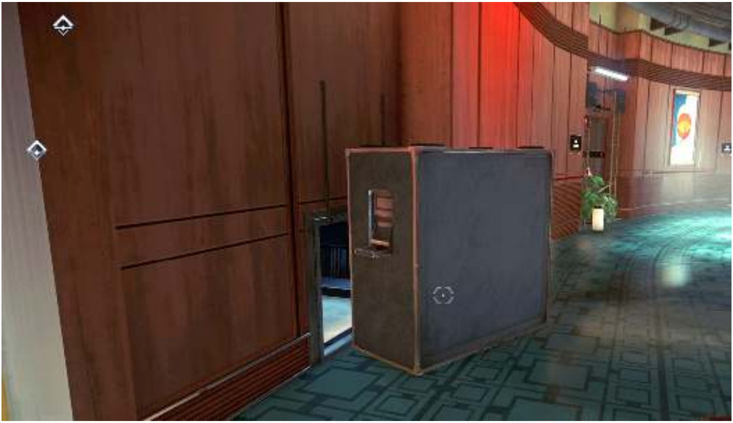


Now that the cafeteria is clear of Typhon threats, approach this kitchen window to have a word with Will Mitchell. Despite your performance, the cook is still skeptical. But he'll let you into the kitchen if you retrieve an award from his cabin. Take the keycard to Will Mitchell's cabin and return to the foyer. Mitchell's cabin is located in Crew Cabins A, your next destination.

Will Mitchell

CREW CABINS A

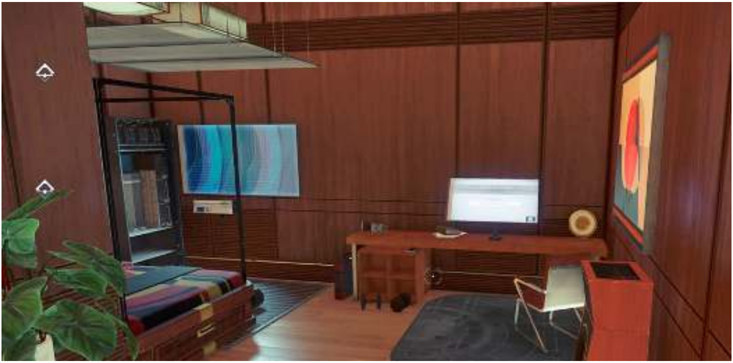
Retrieve your turret and enter the Crew Cabins A corridor. Will Mitchell's cabin is located at the end of this corridor. But there are several accessible cabins you should search along the way. Deploy your turret at the hallway entrance and begin exploring. Make note of the large crate on the left side of the hall. It's partially blocking a duct leading to Sarah Elazar's cabin. If you possess the Leverage II ability, you can move the crate. Alternatively, use Mimic Matter I to transform yourself into a small object, like a towel on the nearby cart. This allows you to fit through the small gap between the crate and the duct.



SARAH ELAZAR'S CABIN

Notable Items:
Silenced Pistol
Shotgun
Weapon Upgrade Kit
Weapon Upgrade Kit Fabrication License

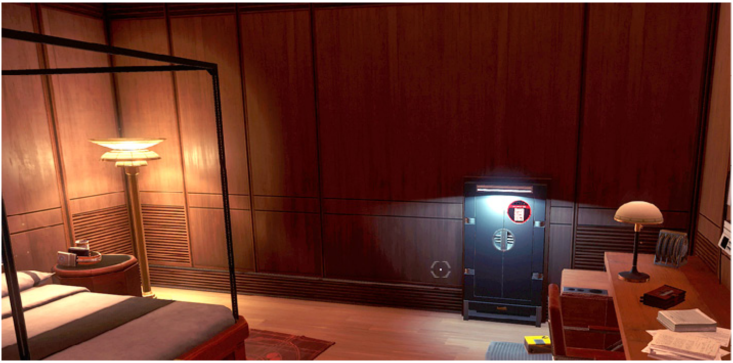
Follow the duct to Sarah Elazar's cabin and smash through the glass beyond the decorative tree to gain entry. The cabin contains a Silenced Pistol and a Shotgun, both hanging in a cabinet next to the bed. There's also a Weapon Upgrade Kit and ammo stashed in a briefcase by the desk. If you possess the Hacking II ability, you can access Sarah's workstation. Here you can download a Weapon Upgrade Kit fabrication license. There are also some interesting emails on Sarah's workstation, including one from Alex regarding Mikhaila Ilyushin. Alex fears she's a security risk and doesn't want her anywhere near the labs. When you're finished searching the cabin, unlock the door and return to the hallway.



JADA MARKS' CABIN

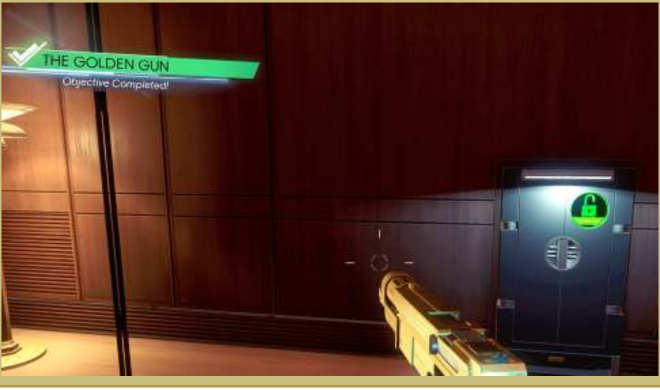
Notable Items:
Scope Chipset
Artemis Golden Pistol
The Starbender Cycle: Book 2

Jada Mark's cabin is directly across from Sarah Elazar's. Use the keycard retrieved from Marietta Kyrkos in the Arboretum to unlock the door. Inside you can retrieve some 9mm bullets as well as a Scope Chipset. There's also a safe inside the cabin. The safe can be hacked if you possess the Hacking IV ability. Or simply use the code provided by the recording on Marietta Kyrkos TranScribe.



THE GOLDEN GUN (CONTINUED)

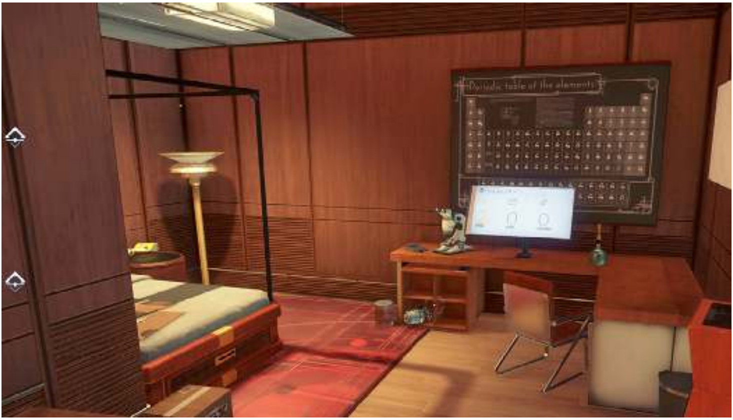
Open the safe in Jada Marks' cabin and retrieve the Artemis Golden Pistol to complete this optional objective. This gold-plated trophy pistol once belonged to a world champion sport shooter who visited Talos I to have Neuromods installed. He gifted the pistol to Jada Marks during his visit. The Artemis Golden Pistol is a variant of the Silenced Pistol, with slightly higher baseline stats. Consider making this your go-to sidearm from now on.



HANS KELSTRUP'S CABIN

Notable Items	Typhon Lure

Next, enter Hans Kelstrup's cabin, using the keycard you retrieved from his body in Psychotronics. With the exception of a Typhon Lure, a few petri dishes and some snacks, there isn't much to scavenge here. Oddly, Kelstrup's cabin is filled with a number of jars containing organs. Some emails on his workstation reveal Kelstrup had some sort of arrangement with Will Mitchell to receive canned pears. What's going on here?



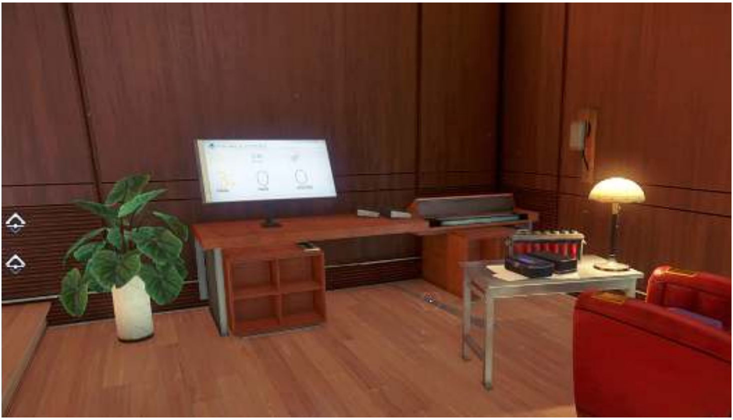
DAYO IGWE’S CABIN

Notable Items:
Neuromod
Suit Chipset
Hypo (Psi) Fabrication License

The door to Dayo Igwe’s cabin is unlocked. Step inside to retrieve a Neuromod and a Suit Chipset. If you possess the Hacking II ability you can access Igwe’s workstation. Within the Files tab, download a fabrication license for a Hypo (Psi).

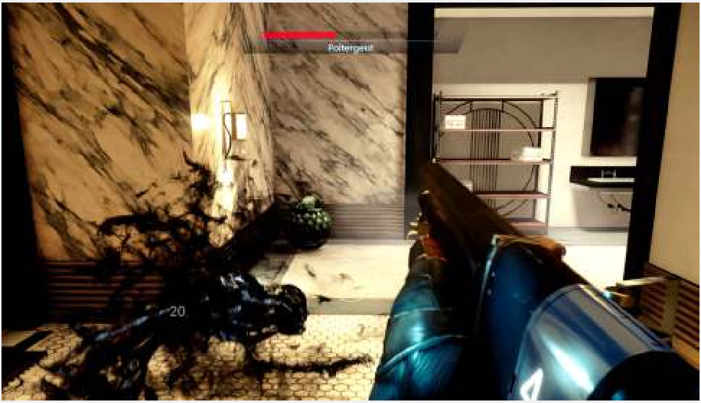
MIKHAILA ILYUSHIN’S CABIN

It appears Mikhaila Ilyushin's cabin has been broken into. The door is broken, but the opening is still too small to walk through. Use Mimic Matter I to transform yourself into a small object, such as a mug or glass from Dayo Igwe's cabin. This allows you to slip through an opening in the door. Emails on Ilyushin's workstation reveal she was in contact with Annalise Gallegos. This is probably why Alex was suspicious of her. Other emails reveal Ilyushin had trouble accessing various parts of Talos I due to a lack of security clearance. Ilyushin was interested in the volunteers in Psychotronics, making her a likely accomplice of Annalise Gallegos.



GHOSTBUSTING

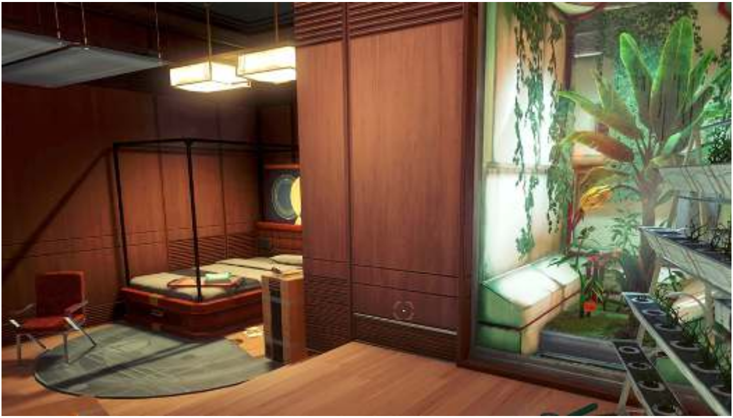
Before entering Will Mitchell's cabin, grab your turret and enter the restroom at the end of the hall. This restroom is occupied by two Poltergeists. Deploy your turret and equip the Shotgun while waiting for the Poltergeists to manifest themselves. Watch as faucets turn on and the toilet stall doors open and close. Open fire as soon as the Poltergeists show themselves and try to scan them with your Psychoscope while they're visible. If you find yourself lifted into the air, remember to activate your propulsion system to slow your descent.



WILL MITCHELL’S CABIN

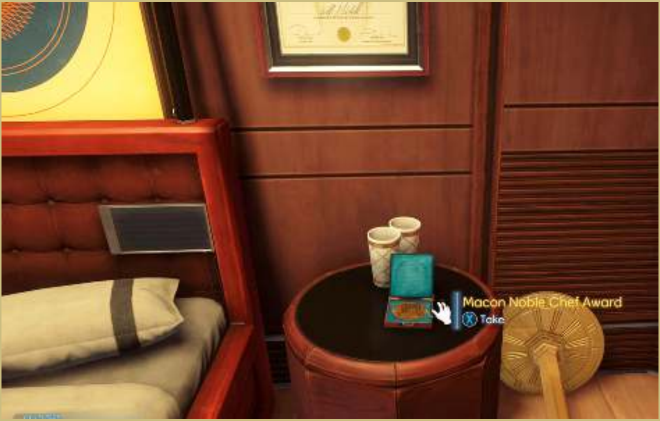
Notable Items:
Audio Recording: Operator Skillet
Keycode: Executive Suites
Macon Noble Chef Award
The Starbender Cycle: Book 4

Will Mitchell’s cabin is directly across from the restroom. Use the keycard provided by Mitchell to open the door. Mitchell has taken it upon himself to grow fresh ingredients in his cabin, including several Jamon tomatoes and Sunburst bananas. Grab the TranScribe on Mitchell’s desk to retrieve a recording (Operator Skillet) containing Danielle Sho’s voice. You need one more sample to synthesize Sho’s voice. Hack into Mitchell’s workstation and read his emails to retrieve the keycode for the Executive Suites. This unlocks the Grav Shaft leading to Morgan and Alex’s cabins.

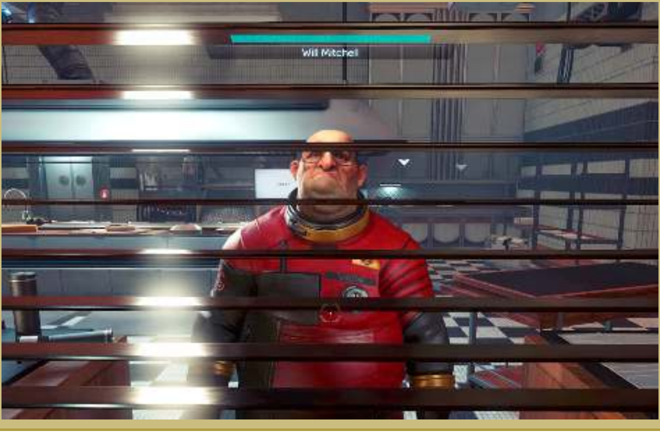


THE COOK’S REQUEST (CONTINUED)

Will Mitchell’s Macon Noble Chef award is on the table next to his bed. Take the award and return to the cafeteria. Perhaps Mitchell will trust you enough to give you access to the kitchen?



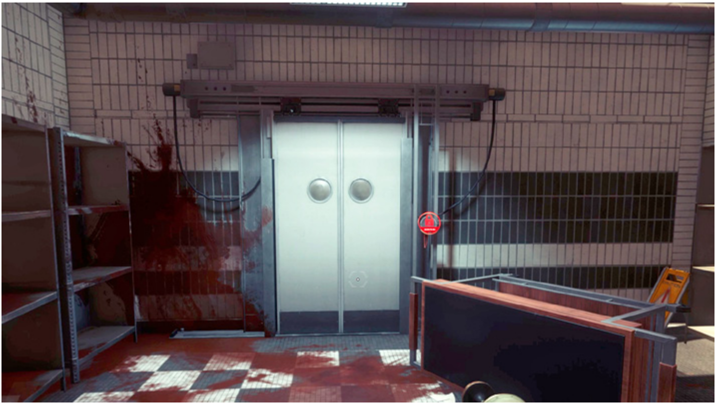
Back in the cafeteria, return to the kitchen window where you first met Will Mitchell. Hand over the Macon Noble Chef award he asked you to retrieve from his cabin. As your reward, he agrees to give you access to the kitchen. He tells you to go around to the kitchen's side entrance.

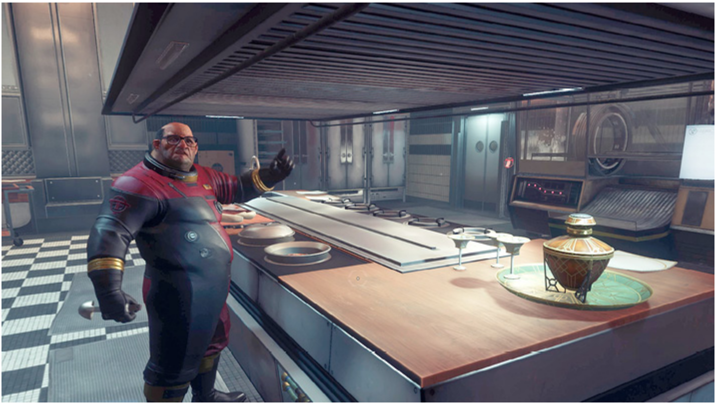


KITCHEN

Notable Items:
Turret
Recycler Charge (2)
Keycode: Freezer
Neuromod (2)
Keycard: Kitchen Access

Hop over the counter in the cafeteria and enter the adjoining doorway to access this small room. Make note of the massive blood stains coating the floors and walls. Something isn't right here. The door to the kitchen is still locked, but Mitchell can be heard inside stirring about. Wait a few seconds then approach the door.

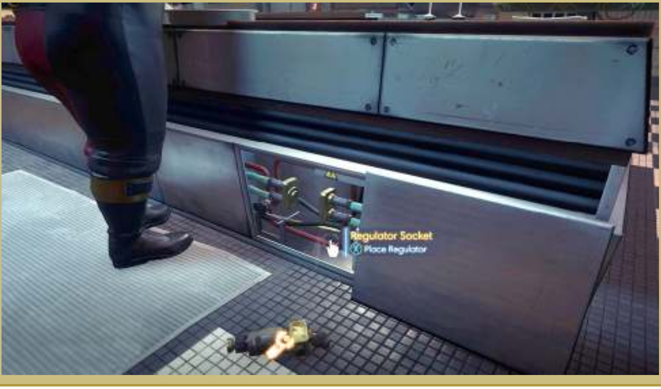




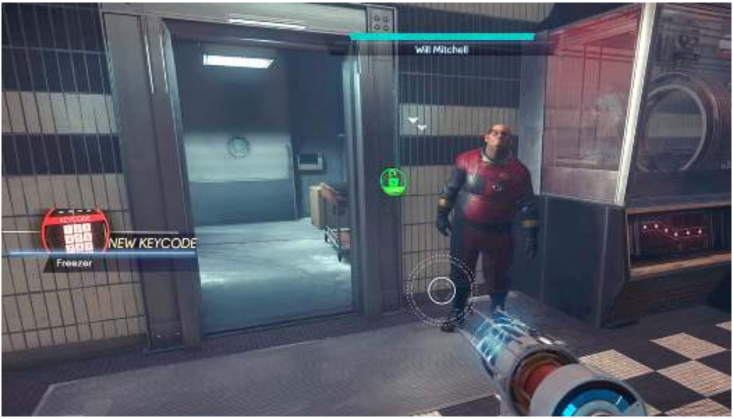
The kitchen is well stocked with food and other supplies, including a turret and a couple of Recycler Charges. The kitchen also houses the Crew Quarters' only Fabricator. Mitchell is assisted in his culinary duties by a customized Operator named Skillet. As you search the kitchen, Will Mitchell complains about a broken water pressure regulator.

THE COOK'S REQUEST (CONTINUED)

Locate the broken water pressure regulator on the floor, next to Will Mitchell. The regulator can be repaired and installed. Or if you retrieved the new water pressure regulator from the greenhouse in the Arboretum, you can simply place it in the regulator socket to conduct the necessary repairs.



After fixing and installing the water pressure regulator, Will Mitchell agrees to give you access to the freezer. But something is off about this guy. Wait for Mitchell to unlock the door to the freezer, allowing you to obtain the keycode. But don't enter the freezer just yet. Equip your Disruptor Stun Gun and incapacitate Will Mitchell. You'll thank yourself later. Search Mitchell's body to retrieve two Neuromods and the keycard to the kitchen.



CHEF IMPOSTER

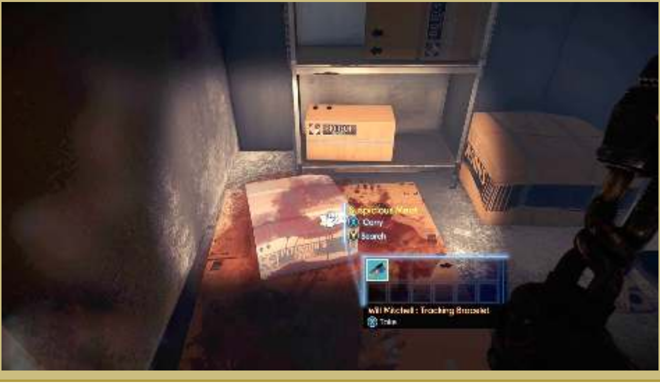
As you'll find out later, the chef is an imposter. If you enter the freezer, he'll lock you inside and continually taunt you over the loudspeakers as you explore Talos I. Even worse, he leaves Recycler Charge booby traps all over the station. It's best to stop this threat in the kitchen. The real Will Mitchell's tracking bracelet is in a bloody box within the freezer.

FREEZER

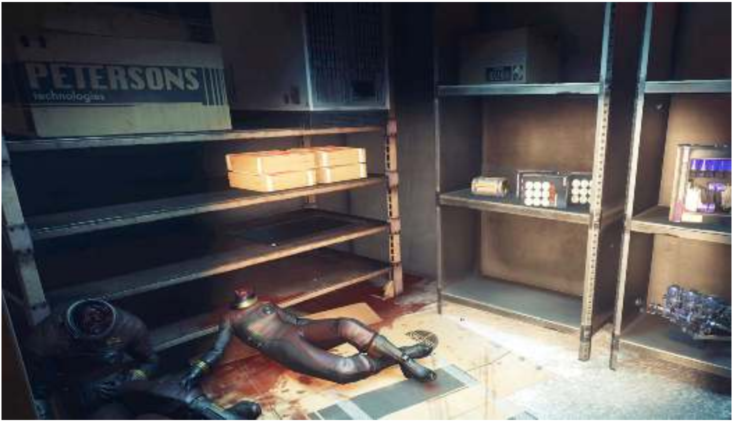
Notable Items:
Audio Recording: Bang on the Window
Neuromod (3)
Q-Beam
Suit Chipset

THE COOK'S REQUEST (CONTINUED)

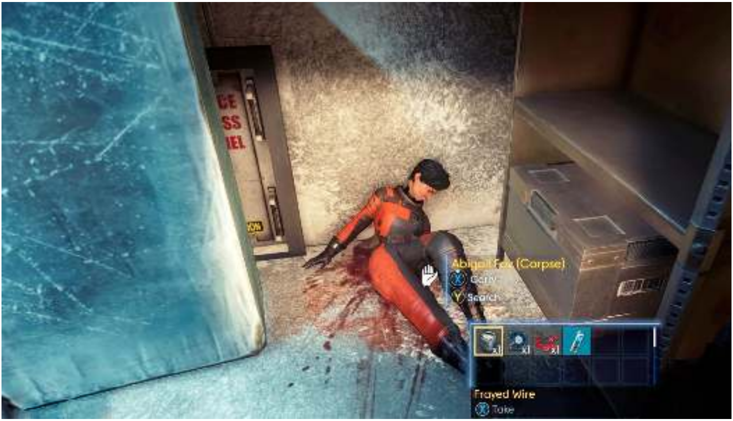
Enter the freezer and open the first sliding door straight ahead to complete this optional objective. There's some jellied eels and eel scraps inside along with a bloody box filled with suspicious meat (tracing Will Mitchell's tracking bracelet leads you to this box). But if Mitchell is dead, who is the chef?



Open the sliding door to the next storage area to make another shocking discovery. Here you find the bodies of Chloe Burgess and Kevin Sabian, obvious victims of the chef imposter. Within this storage room, grab some Q-Beam ammo, a Suit Chipset, and three Neuromods before exiting.



Search the last storage room in the freezer to find the body of Abigail Foy, yet another victim of the chef imposter. Search Foy's body to retrieve a TranScribe containing a recording (Bang on the Window) from Danielle Sho. Unable to contact Abigail, Danielle urged her to come to the fitness center. If you happened to get trapped in the freezer, the maintenance access panel in this room is your way out. Open the panel, then use Mimic Matter I to transform yourself into one of the nearby pizza boxes. This allows you to slip into the gap between the ice block and the open duct. Alternatively, you can move the block of ice if you possess the Leverage II ability. The duct leads back into the kitchen.



DANIELLE SHO

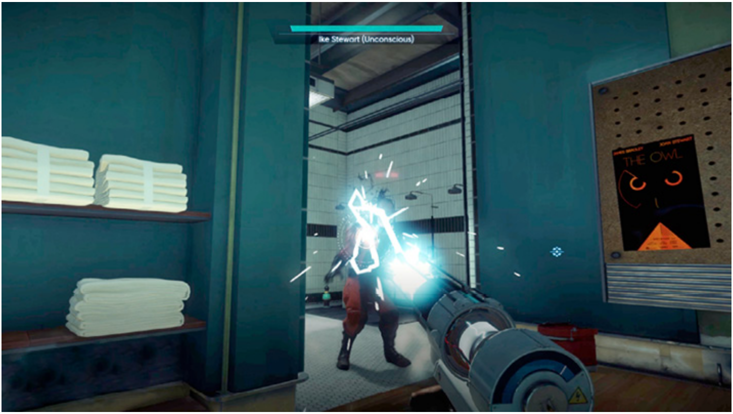
Objective Summary: Danielle Sho might still be alive. In a message to her girlfriend, she said she fled to the station exterior and would be waiting outside the fitness center window for a signal.

This optional objective is triggered by listening to the audio recording (Bang on the Window) found on Abigail Foy's TranScribe. You can resume this objective when accessing the fitness center.

FITNESS CENTER

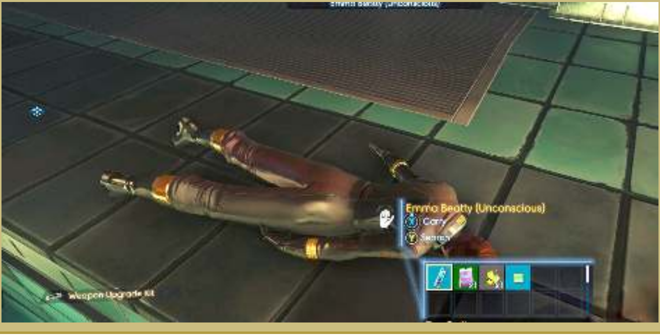
Notable Items:	Audio Recording: Abby isn't Answering	EMP Charge	Rosalyn's Treasure Map
	Audio Recording: Fatal Fortress 2	Silenced Pistol	Weapon Upgrade Kit
	Huntress Boltcaster Fabrication License	Neuromod	Keycode: Executive Suites

Exit the kitchen and cross the foyer toward the entrance to the fitness center. Punch in the keycode you retrieved from the security station at concierge. Like the cafeteria, the fitness center is filled with mind-controlled crew members all controlled by a single Telepath. Equip your Disruptor Stun Gun and enter with caution while crouched. Zap each mind-controlled crew member you encounter to render them unconscious. Remember, if a crew member spots you, they'll charge forward, causing their head to explode.

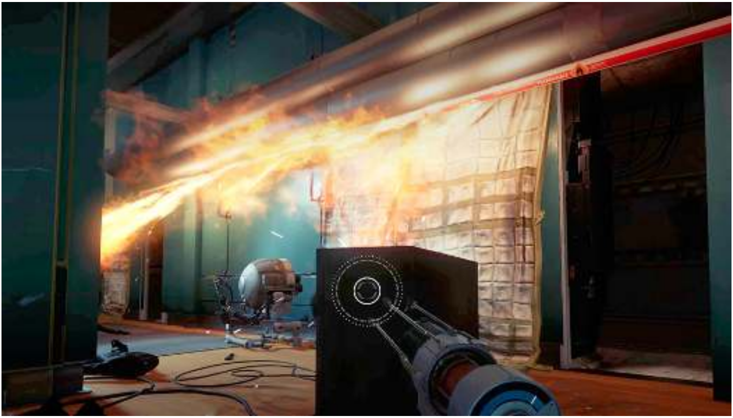


TREASURE HUNT (CONTINUED)

One of the mind-controlled crew members in the fitness center is Emma Beatty. Emma belongs to Abigail Foy's gaming group and the recipient of one of four treasure maps. Once she's rendered unconscious, search Emma for a note containing Rosalyn's treasure map. Rosalyn is the name of Emma's Fatal Fortress character. Grab Emma's TranScribe to access another recording (Abby isn't Answering) from Danielle Sho. The TranScribe also contains a recording (Fatal Fortress 2) from one of the group's gaming sessions.

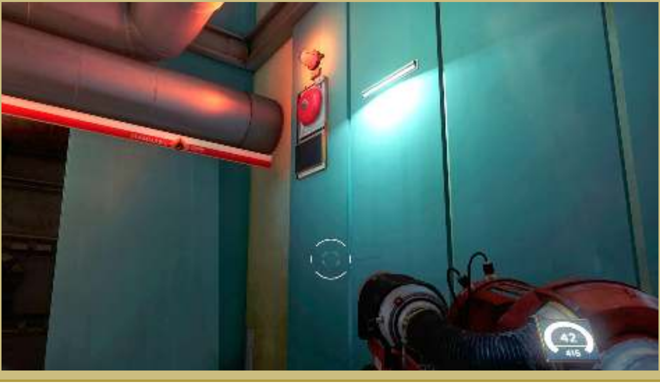


The corridor leading to the pool is blocked by flames erupting from a ruptured gas line. Use your GLOO Cannon to seal the breaches in the line. Alternatively, you can slip past these flames by moving along the cramped passage to the right.

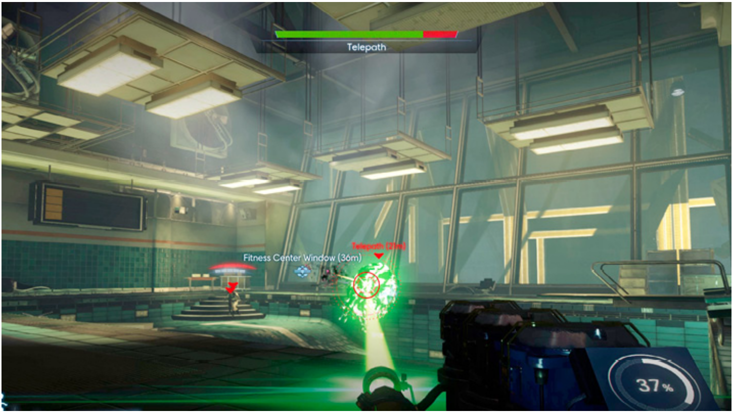


TALOS SMUGGLING RING (CONTINUED)

The hall outside the fitness center's locker room contains one of the smuggling ring's drop points. Locate the red alarm bell and Use your GLOO Cannon to create a step up to it. Hit the bell with your wrench three times to reveal a hidden safe containing a Neuromod and some exotic material.

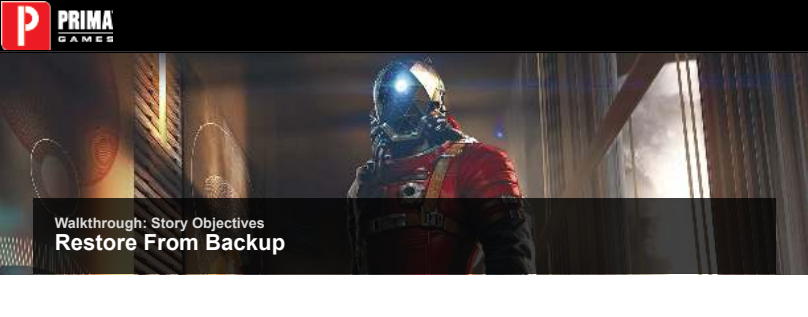


The Telepath is likely located near the pool, along with more mind-controlled crew members. Stay low and target any nearby crew members with your Disruptor Stun Gun. When you get a clear view of the Telepath, engage it with your Q-Beam and focus the beam on the target until it explodes. Killing the Telepath releases the mind-controlled crew members, rendering them unconscious.



DANIELLE SHO (CONTINUED)

Once the Telepath has been eliminated, approach the window by the pool and bang on it with your wrench. Danielle Sho appears outside the window, instantly realizing Abigail didn't make it to this rendezvous point. Danielle warns that someone is impersonating the chef. She feels this imposter killed Abigail. She's traced his tracking bracelet to Psychotronics but admits his ID doesn't make any sense. She asks that you track down the imposter and kill him. Fortunately, the chef is unconscious in the kitchen. Feel free to return and kill him to complete this objective and earn the Best Served Cold achievement/trophy. Listening to Danielle gives you all the samples necessary to synthesize her voice. But instead of making a beeline for Deep Storage, continue exploring Crew Quarters.



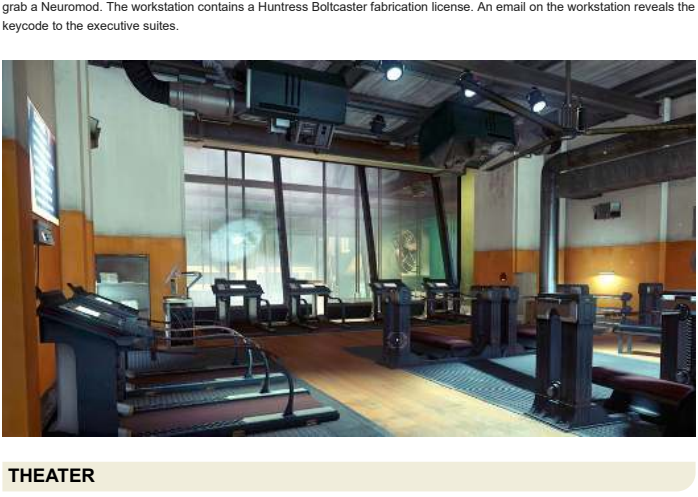
Walkthrough: Story Objectives

Restore From Backup

RESTORE FROM BACKUP

With Danielle's voice I have a way into Deep Storage. I had the fabrication plan for my Arming Key on a drive somewhere in the Central Repository. I'll have to plug the drive back into the system and mount it, then download the plan from a workstation in the Command Center.

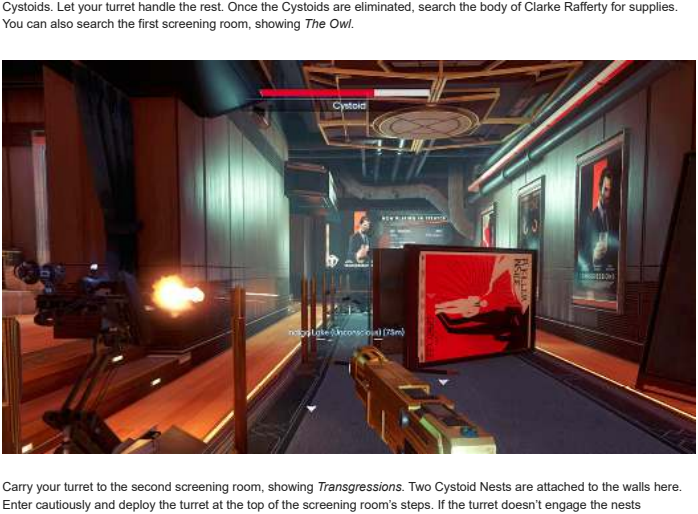
Before exiting the fitness center, search the locker room and upstairs area. You can find a variety of supplies in the lockers including ammo, a Silenced Pistol, and a Weapon Upgrade Kit. Upstairs search the desk near Emma Beatty's workstation to grab a Neuromod. The workstation contains a Huntress Boltcaster fabrication license. An email on the workstation reveals the keycode to the executive suites.



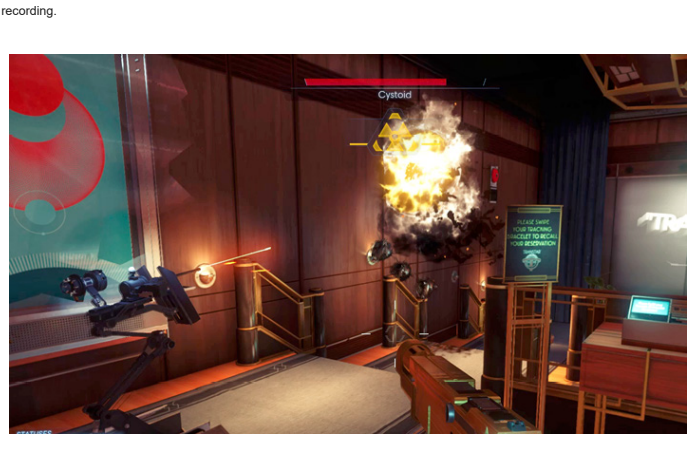
THEATER

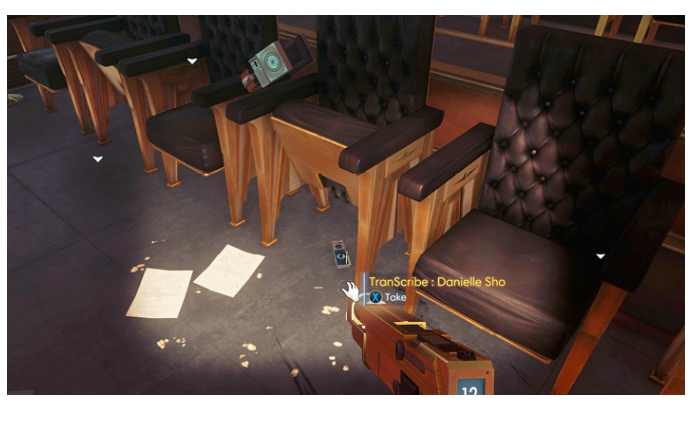
Notable Items:	Audio Recording: Password Safety
	GLOO Cannon

Grab your turret and ascend the staircase near concierge to access the second floor mezzanine. Deploy the turret outside the theater's entrance. A Cystoid Nest hangs above the theater lobby. Shoot it with your Silenced Pistol to release multiple Cystoids. Let your turret handle the rest. Once the Cystoids are eliminated, search the body of Clarke Rafferty for supplies. You can also search the first screening room, showing *The Owl*.



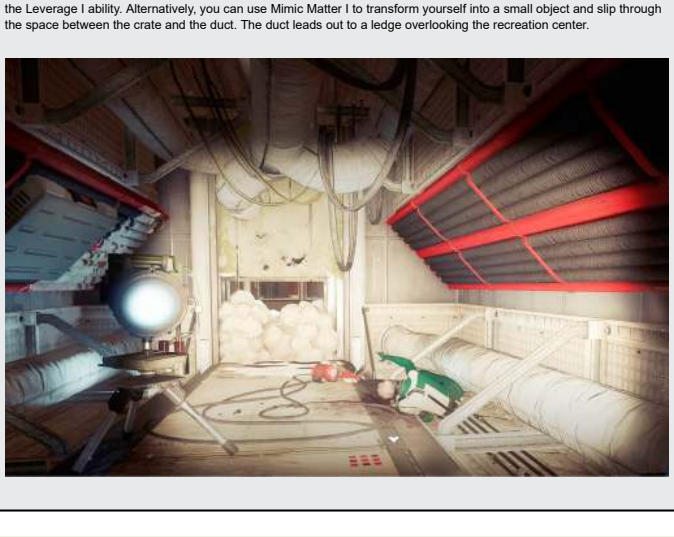
Carry your turret to the second screening room, showing *Transgressions*. Two Cystoid Nests are attached to the walls here. Enter cautiously and deploy the turret at the top of the screening room's steps. If the turret doesn't engage the nests automatically, assist by shooting the Cystoid Nests with your Silenced Pistol. As the Cystoids are released, stand out of the way and let your turret wipe them out. Once the screening room is clear, search the middle aisle for a TranScribe, beneath one of the seats (flip up the seats to aid your search). This TranScribe belongs to Danielle Sho and contains another audio recording.





THEATER DUCT

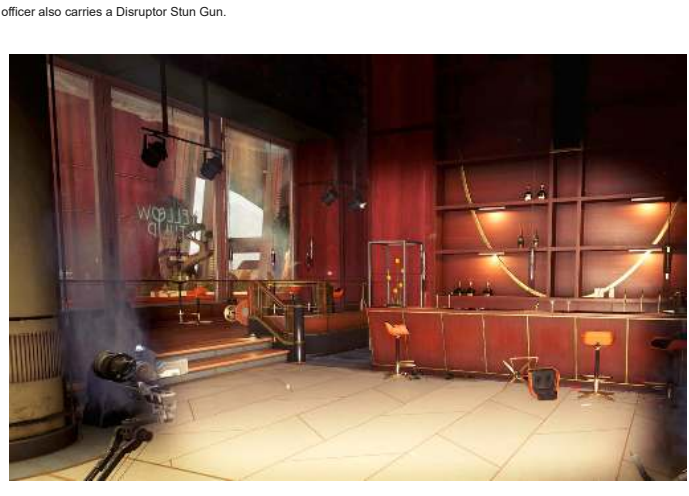
As you exit the screening room, look for this maintenance access panel blocked by a crate. This leads to a duct containing a GLOO Cannon and Eve Coolidge's body (it appears she tried to hide here). The crate can be moved with the Leverage I ability. Alternatively, you can use Mimic Matter I to transform yourself into a small object and slip through the space between the crate and the duct. The duct leads out to a ledge overlooking the recreation center.

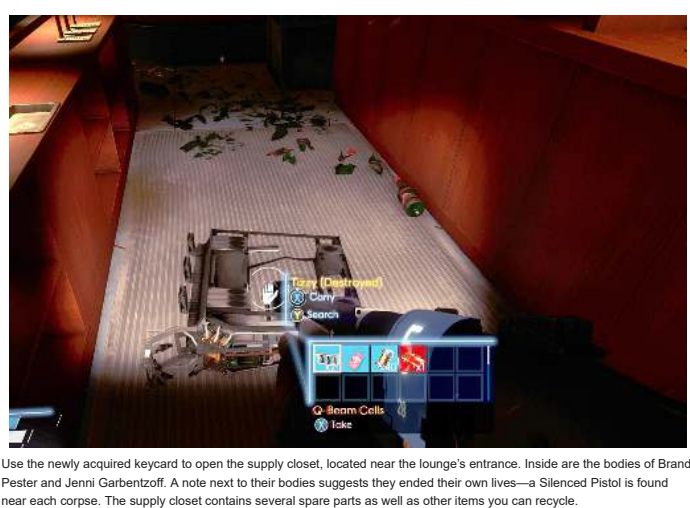


YELLOW TULIP

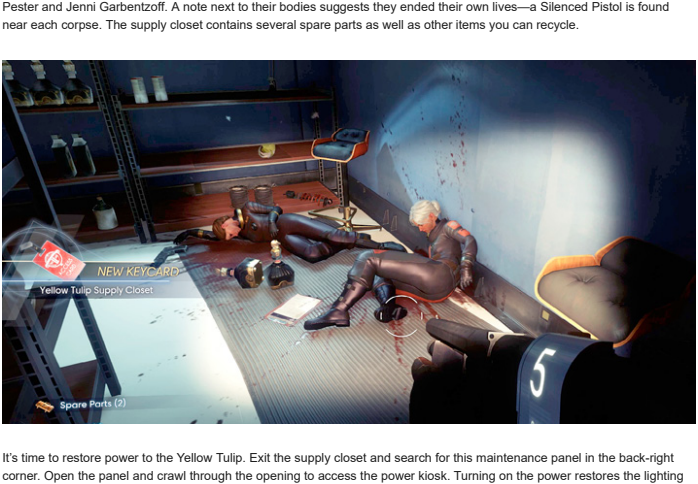
Notable Items:	Keycard: Yellow Tulip Supply Closet	Disruptor Stun Gun	Silenced Pistol (2)
	Audio Recording: Alex's Toast	Audio Recording: Music Neuromod Demonstration	

After searching the theater, cross the mezzanine to the Yellow Tulip. This is the lounge where Danielle and Skye Braxton were scheduled to perform. Repair the broken turret just inside the entrance—there are Mimics hiding inside the lounge so it's good to have a turret watching your back at all times. Activate your flashlight to aid your search. Search behind the bar to find a destroyed Operator by the name of Tizzy. Take a closer look at Tizzy to recover some Q-Beam cells and a keycard to the lounge's supply closet. Next to the bar, search the body of Keira Whitman to retrieve shotgun and pistol ammo. This security officer also carries a Disruptor Stun Gun.

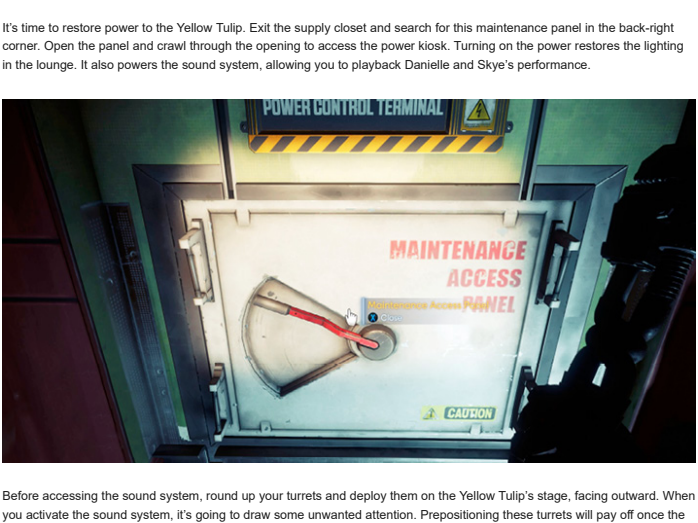




Use the newly acquired keycard to open the supply closet, located near the lounge's entrance. Inside are the bodies of Brandi Pester and Jenni Garbentzoff. A note next to their bodies suggests they ended their own lives—a Silenced Pistol is found near each corpse. The supply closet contains several spare parts as well as other items you can recycle.



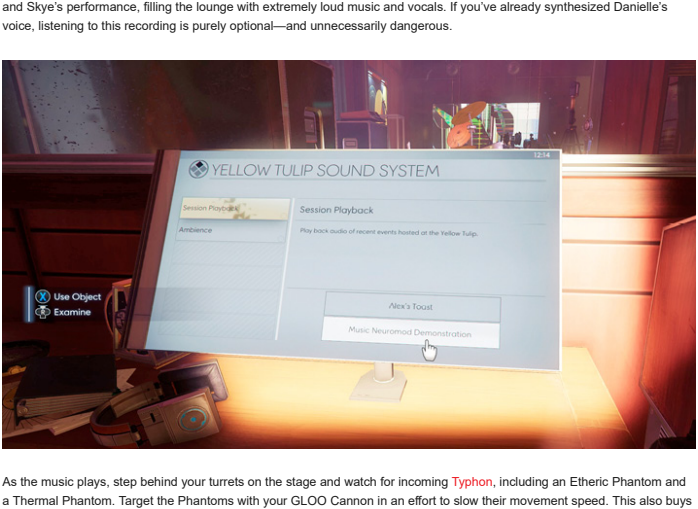
It's time to restore power to the Yellow Tulip. Exit the supply closet and search for this maintenance panel in the back-right corner. Open the panel and crawl through the opening to access the power kiosk. Turning on the power restores the lighting in the lounge. It also powers the sound system, allowing you to playback Danielle and Skye's performance.



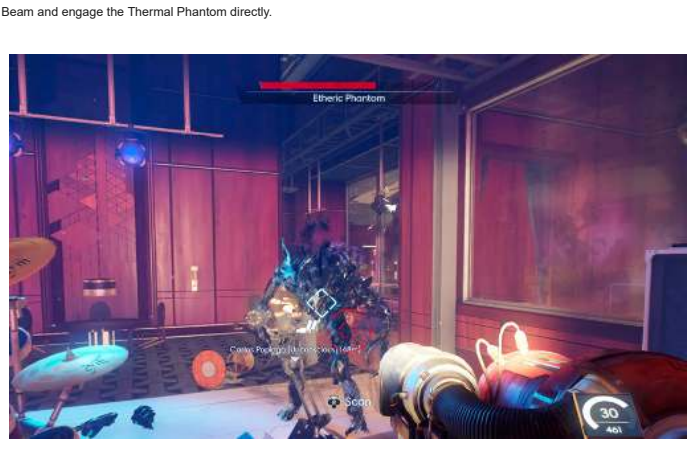
Before accessing the sound system, round up your turrets and deploy them on the Yellow Tulip's stage, facing outward. When you activate the sound system, it's going to draw some unwanted attention. Prepositioning these turrets will pay off once the Typhon come to investigate. If you possess the Repair III ability, it might be worth fortifying these turrets too. After placing the turrets, consider using GLOO deposits to further fortify the area around the stage. But don't obstruct the line of sight of your turrets.

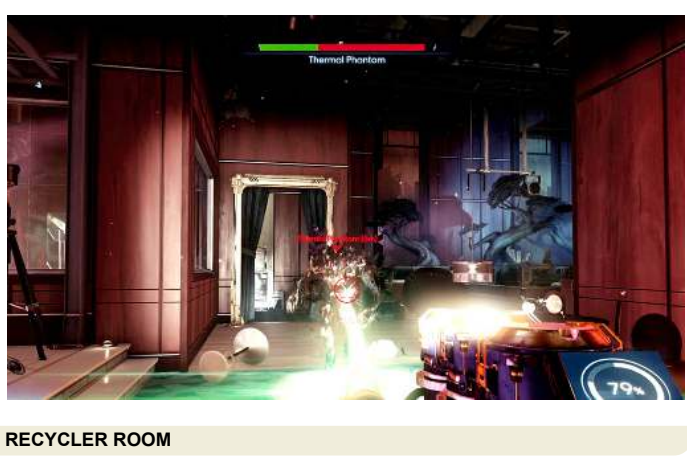
Turret
Drop
Throw

Step into the mixing booth next to the stage and access the sound system workstation. Here you can playback recordings from Alex's party, including his toast as well as Danielle and Skye's musical demonstration. Alex's toast reveals a celebration marking the installation of 8,000 Neuromods. Accessing the "Music Neuromod Demonstration" initiates playback of Danielle and Skye's performance, filling the lounge with extremely loud music and vocals. If you've already synthesized Danielle's voice, listening to this recording is purely optional—and unnecessarily dangerous.



As the music plays, step behind your turrets on the stage and watch for incoming Typhon, including an Etheric Phantom and a Thermal Phantom. Target the Phantoms with your GLOO Cannon in an effort to slow their movement speed. This also buys you time, giving you an opportunity to scan each Phantom. Also, be ready to repair your turrets if they become disabled. The Thermal Phantom is extremely dangerous, launching fiery Superthermal attacks capable of knocking out your turrets. Keep the Thermal Phantom coated in GLOO while your turrets hammer away. If your turrets become disabled, switch to your Q-Beam and engage the Thermal Phantom directly.

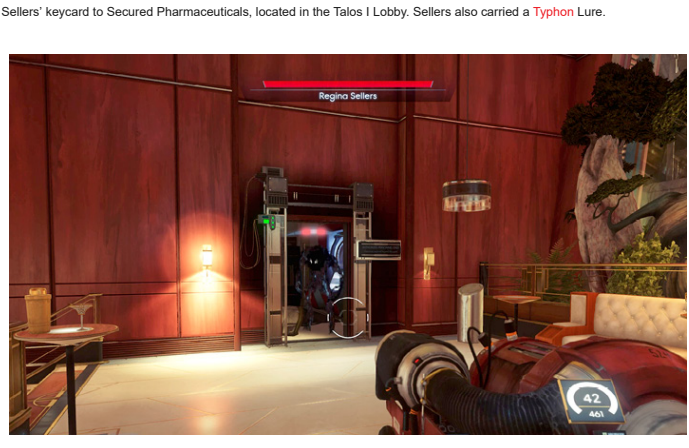




RECYCLER ROOM

Notable Items:
Keycard: Secured Pharmaceuticals
Typhon Lure
Weapon Upgrade Kit
Keycode: Executive Suites

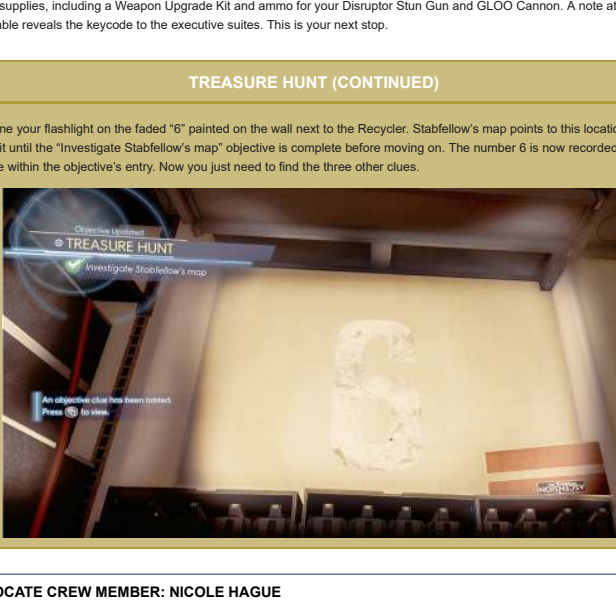
After exploring the Yellow Tulip, approach this door near the lounge. Deploy a turret nearby, facing the doorway. As you near the door, a Phantom comes charging out. This was once Regina Sellers. Disable the Phantom with your GLOO Cannon while your turret opens fire, whittling away at its health. Once the Phantom is eliminated, search its remains to retrieve Regina Sellers' keycard to Secured Pharmaceuticals, located in the Talos I Lobby. Sellers also carried a Typhon Lure.



Enter the door the Phantom came charging out of. This room contains Crew Quarters' only Recycler. Take a moment to consolidate your inventory, converting junk into material fragments and blocks. Search the shelves in this room to retrieve more supplies, including a Weapon Upgrade Kit and ammo for your Disruptor Stun Gun and GLOO Cannon. A note attached to a table reveals the keycode to the executive suites. This is your next stop.

TREASURE HUNT (CONTINUED)

Shine your flashlight on the faded "6" painted on the wall next to the Recycler. Stabfellow's map points to this location. Wait until the "Investigate Stabfellow's map" objective is complete before moving on. The number 6 is now recorded as a clue within the objective's entry. Now you just need to find the three other clues.



LOCATE CREW MEMBER: NICOLE HAGUE

Before entering the executive suites, access the security station at the concierge desk. Under the Crew tab, track Nicole Hague within the Power Plant section. If you don't track her now, she won't appear in the executive suites. Nicole has a unique quest item necessary to complete a future objective.

EXECUTIVE SUITES

Return to the foyer and approach the Grav Shaft leading to the executive suites. Interact with the keypad and input the keycode you retrieved from the Recycler room. The keycode is also obtainable through emails found on Will Mitchell and Emma Beatty's workstations. Once activated, grab one of your turrets and enter the Grav Shaft, riding it up to the executive suites. Deploy your turret in the hallway outside Morgan's suite. Use the keycard retrieved from Morgan's office to open the door to the suite.

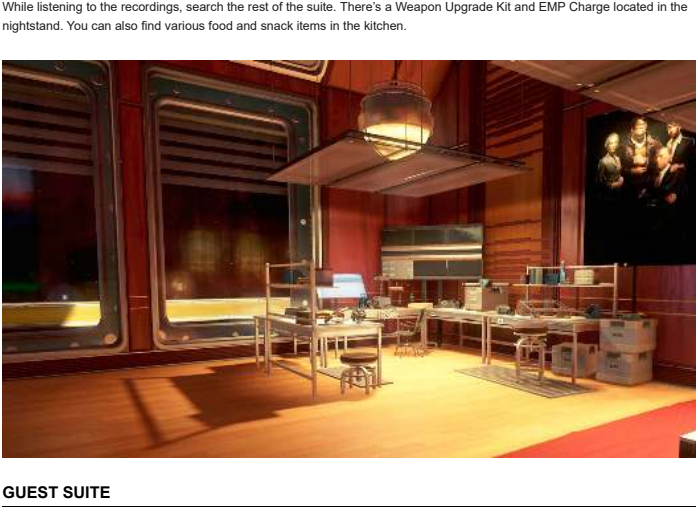
HULL BREACH

A portion of the executive suites (near the Grav Shaft) is sealed due to a hull breach. Suites for board members and Alex and Morgan's parents can be accessed from Talos I's exterior.

MORGAN YU'S SUITE

Notable Items:	Neuromod (2)	Nullwave Transmitter (2)
	Neuromod Fabrication License	Scope Chipset
	Weapon Upgrade Kit	EMP Charge

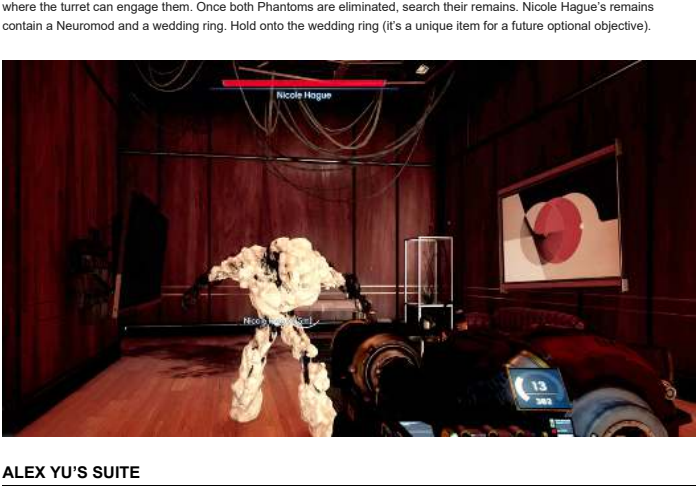
Morgan's suite closely resembles the apartment in the simulation labs. Search the workbenches near Morgan's workstation to retrieve a variety of supplies including two Neuromods, two Nullwave Transmitters, a Scope Chipset, and a Neuromod fabrication plan. Accessing Morgan's workstation reveals several recordings. These memory logs reveal Morgan's thoughts on various crew members including Dr. Calvino, Danielle Sho, Dayo Igwe, Mikhaila Ilyushin, and Sarah Elazar. There's also an entry about Paraplexis, a nerve disorder preventing humans from using Neuromods (apparently Ilyushin had this disorder). While listening to the recordings, search the rest of the suite. There's a Weapon Upgrade Kit and EMP Charge located in the nightstand. You can also find various food and snack items in the kitchen.



GUEST SUITE

Notable Items:	Neuromod	Wedding Ring

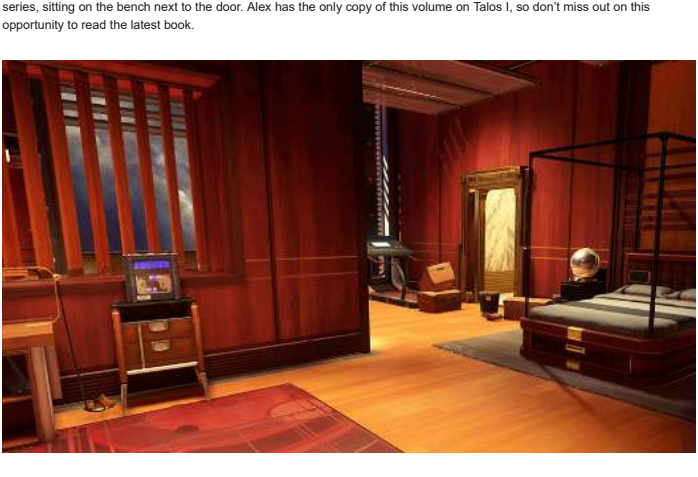
The guest suite is across the hall from Alex's suite. Deploy your turret just outside the suite's door. This suite houses two Phantoms, formerly Nicole Hague and Argenteno Pero. Open the door and attempt to lure the Phantoms out into the hall, where the turret can engage them. Once both Phantoms are eliminated, search their remains. Nicole Hague's remains contain a Neuromod and a wedding ring. Hold onto the wedding ring (it's a unique item for a future optional objective).



ALEX YU'S SUITE

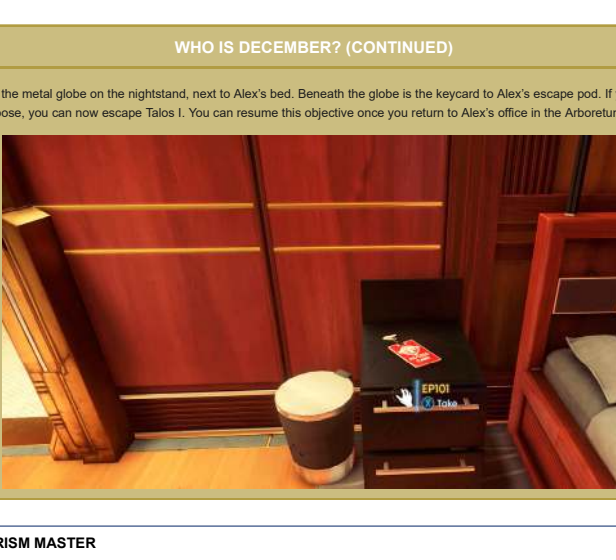
Notable Items:	Neuromod (2)	Suit Chipset	Scope Chipset	Typhon Lure (2)	Keycard: EP101	The Starbender Cycle: Book 6

The door to Alex's suite is locked. Use the keycard you obtained in Alex's office safe to open the door. There's a Greater Mimic inside Alex's suite, so be ready to engage. For best results, deploy your turret near the doorway so it can watch your back. Alex's desk holds a case containing two Neuromods. You can also find a Suit Chipset on his bed and Typhon Lures and a Scope Chipset in one of the nightstands. Alex's workstation only requires the Hacking II ability to access. The workstation contains some interesting emails. An email from Hans Kelstrup reveals Mikhaila Ilyushin has been spying on Psychotronics. Two emails from Sarah Elazar show Alex was concerned about Ilyushin's relationship with Morgan. Apparently Alex had Sarah monitor Mikhaila's interaction with you. Before leaving Alex's suite, read the sixth volume of The Starbender Cycle series, sitting on the bench next to the door. Alex has the only copy of this volume on Talos I, so don't miss out on this opportunity to read the latest book.



WHO IS DECEMBER? (CONTINUED)

Lift the metal globe on the nightstand, next to Alex's bed. Beneath the globe is the keycard to Alex's escape pod. If you choose, you can now escape Talos I. You can resume this objective once you return to Alex's office in the Arboretum.



PRISM MASTER

Crew Quarters contains five out of the six volumes in The Starbender Cycle series. Here's where they're located:

Book 1: Danielle Sho's Cabin

Book 2: Jada Marks' Cabin

Book 3: Abigail Foy's Cabin

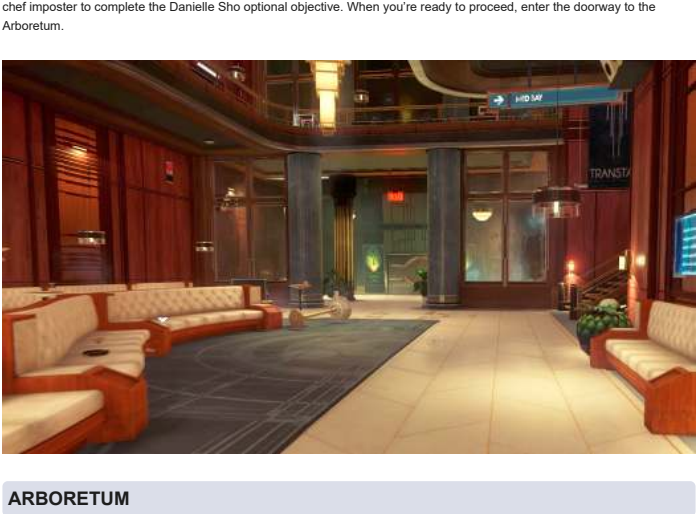
Book 4: Will Mitchell's Cabin

Book 6: Alex Yu's Suite

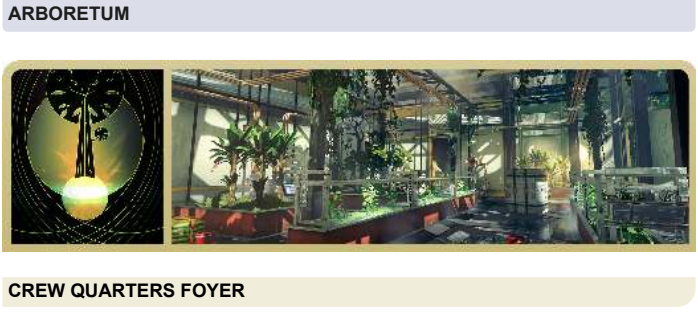
Make sure you've read all five of these volumes before leaving Crew Quarters. Copies of book 4 can be found later in the Cargo Bay, Power Plant, or aboard Shuttle Exalt. Collect all six volumes to unlock the Prism Master achievement/trophy.

FOYER

After searching the executive suites, return to the foyer via the Grav Shaft. Having retrieved multiple samples of Danielle Sho's voice, you can now proceed to Deep Storage. If you haven't already, consider returning to the kitchen and killing the chef imposter to complete the Danielle Sho optional objective. When you're ready to proceed, enter the doorway to the Arboretum.



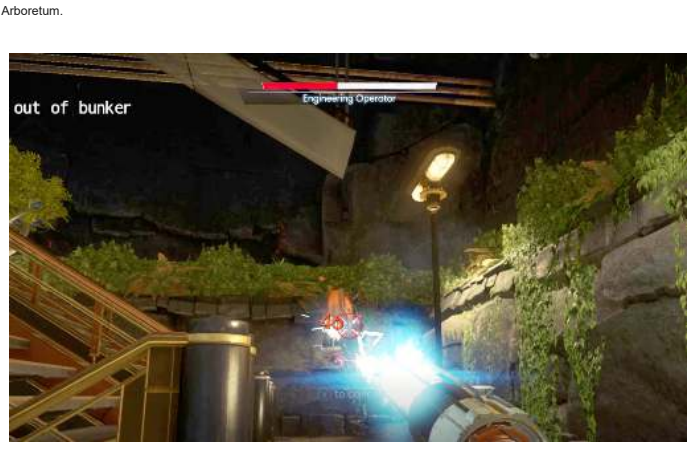
ARBORETUM

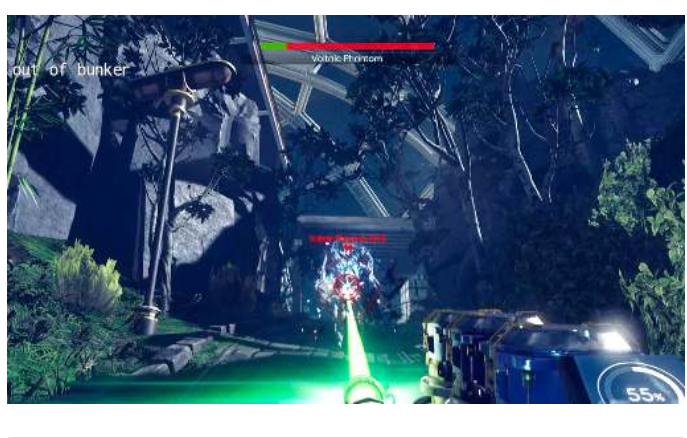


CREW QUARTERS FOYER

Things have changed a bit since you last visited the Arboretum, so proceed with caution. Three corrupted Operators patrol the staircase in this foyer. Stay low and disable these threats with your GLOO Cannon before killing them with your Disruptor Stun Gun. EMP Charges also work well for temporarily disabling these Operators. Search the downed Operators for Q-Beam cells and Disruptor batteries.

As you pass the security booth, it becomes clear that the Arboretum is now filled with Coral. The same golden filaments found in the G.U.T.S. cargo tunnel. The Coral makes visibility poor, so activate your Psychoscope to scan for threats. Watch out for Mimics and a Voltaic Phantom patrolling near the weapons locker. Toss an EMP Charge at the Voltaic Phantom then finish it off with the Q-Beam. Another Voltaic Phantom patrols the area near the Green House stairway. Eliminate this threat as well, using EMP Charges and the Q-Beam. Before heading to Deep Storage, consider wrapping up a few optional quests in the Arboretum.



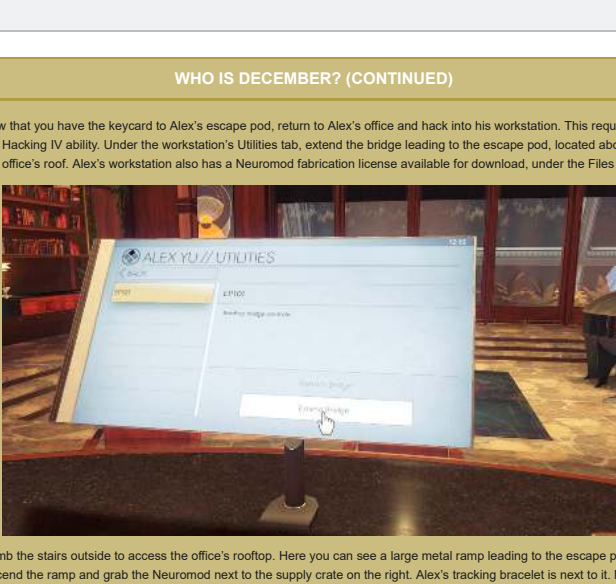


NIGHTMARE WARNING

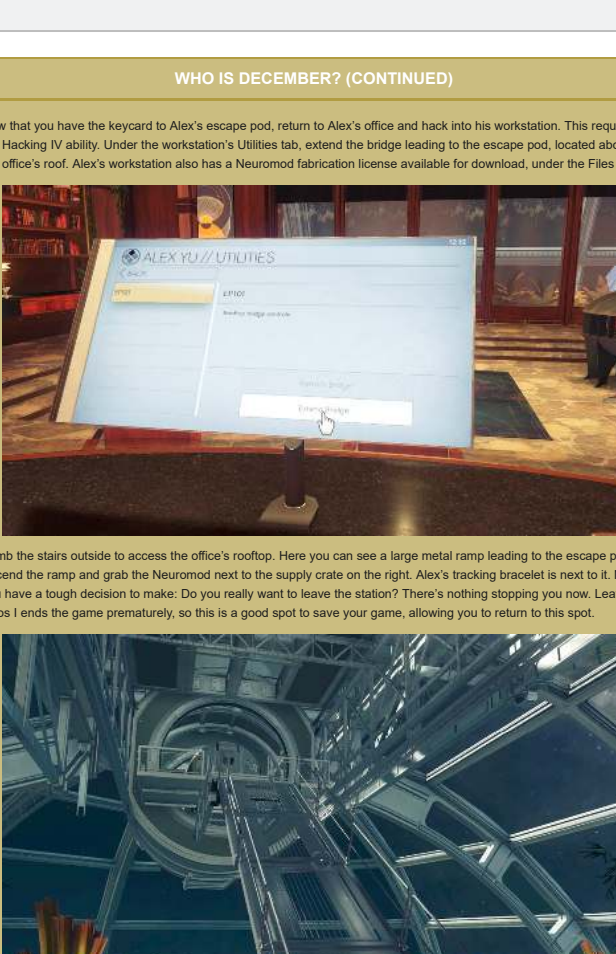
Regardless of how you left it, the Arboretum is now filled with numerous Typhon threats. The turrets you placed earlier are likely damaged, requiring repair. In addition to Mimics and Phantoms there may also be a Nightmare wandering around. It's best to avoid the Nightmare, so stay low and quiet to avoid detection.

WHO IS DECEMBER? (CONTINUED)

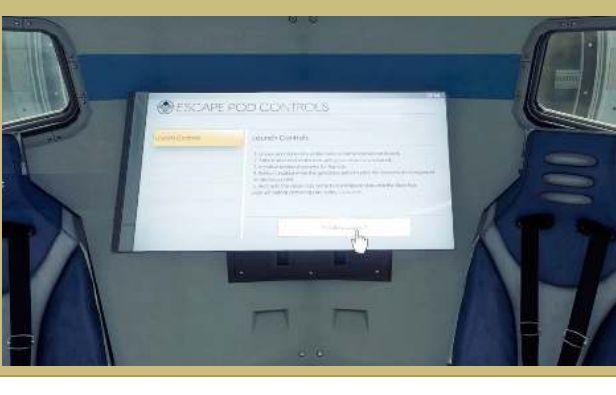
Now that you have the keycard to Alex's escape pod, return to Alex's office and hack into his workstation. This requires the Hacking IV ability. Under the workstation's Utilities tab, extend the bridge leading to the escape pod, located above the office's roof. Alex's workstation also has a Neuromod fabrication license available for download, under the Files tab.



Climb the stairs outside to access the office's rooftop. Here you can see a large metal ramp leading to the escape pod. Ascend the ramp and grab the Neuromod next to the supply crate on the right. Alex's tracking bracelet is next to it. Now you have a tough decision to make: Do you really want to leave the station? There's nothing stopping you now. Leaving Talos I ends the game prematurely, so this is a good spot to save your game, allowing you to return to this spot.

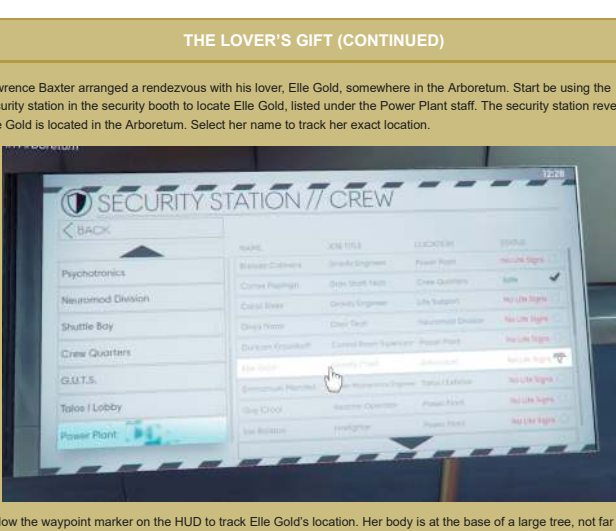


If you choose to leave Talos I, and complete December's optional objective, use the EP101 keycard retrieved from Alex's suite to unlock the escape pod's door. January pleads with you not to leave as the door to the escape pod swings open. Ignore January and enter the escape pod. Once inside, turn around and push the button next to the door to seal the escape pod. Next, turn to the terminal and press the "Initialize Launch" button on the screen. Once initialization is complete, press the "OK" button to commence launch. Alex is disappointed by your decision to give up. Escaping Talos I ends the game and unlocks the Abandon Ship achievement/trophy. But if you want to continue the story, load your saved game.

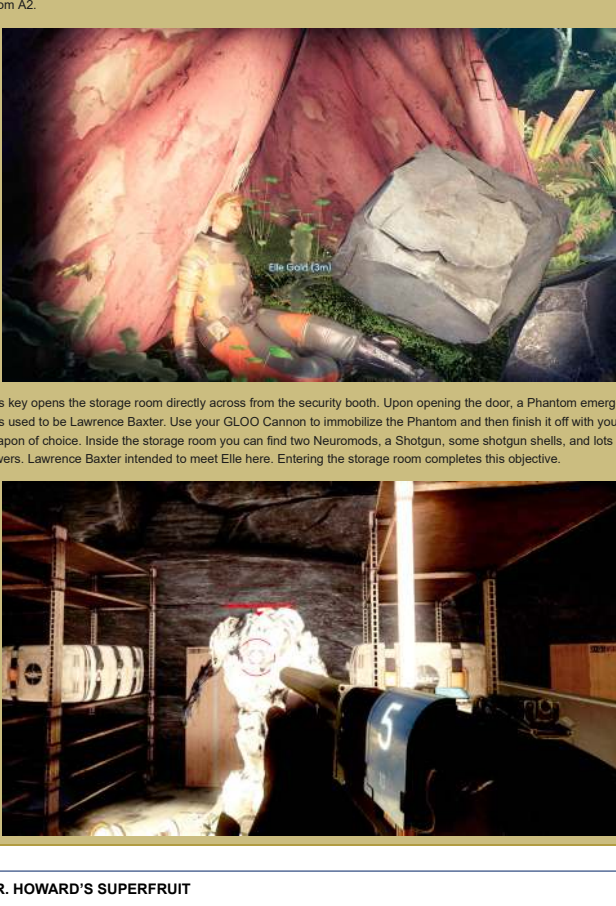


THE LOVER'S GIFT (CONTINUED)

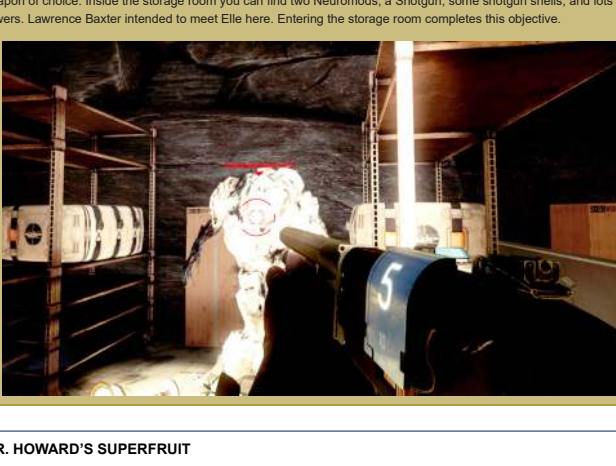
Lawrence Baxter arranged a rendezvous with his lover, Elle Gold, somewhere in the Arboretum. Start be using the security station in the security booth to locate Elle Gold, listed under the Power Plant staff. The security station reveals Elle Gold is located in the Arboretum. Select her name to track her exact location.



Follow the waypoint marker on the HUD to track Elle Gold's location. Her body is at the base of a large tree, not far from the waterfall. Search her body to retrieve a Weapon Upgrade Kit. This tree is the one Baxter mentioned in the recording. Locate a rock next to Elle's body (you need the Leverage II ability to lift it). Beneath the rock is a keycard to Storage Room A2.



This key opens the storage room directly across from the security booth. Upon opening the door, a Phantom emerges. This used to be Lawrence Baxter. Use your GLOO Cannon to immobilize the Phantom and then finish it off with your weapon of choice. Inside the storage room you can find two Neuromods, a Shotgun, some shotgun shells, and lots of flowers. Lawrence Baxter intended to meet Elle here. Entering the storage room completes this objective.



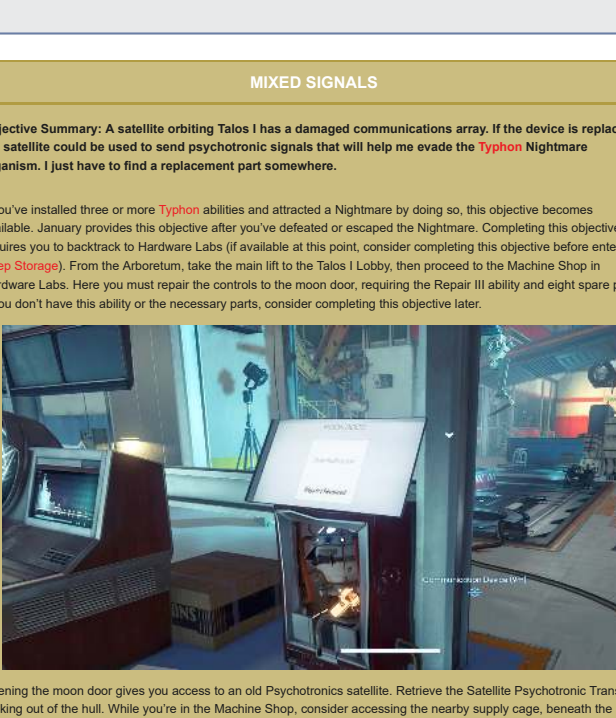
DR. HOWARD'S SUPERFRUIT

If you haven't harvested Dr. Howard's Superfruit, now is a good time to do so. This is the final task necessary to complete the Gardening Tips optional objective. But watch out for Mimics near the Green House.

MIXED SIGNALS

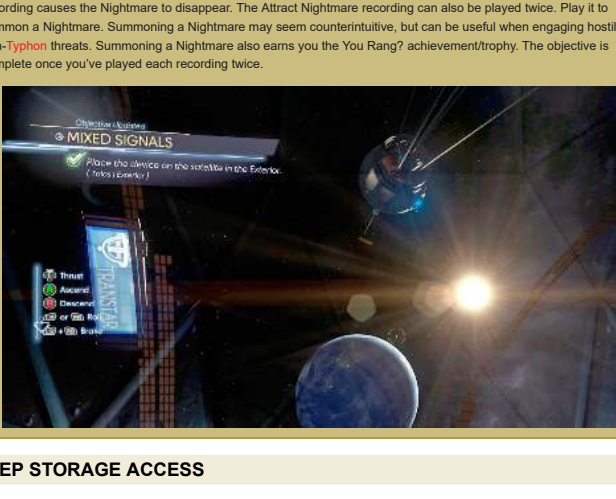
Objective Summary: A satellite orbiting Talos I has a damaged communications array. If the device is replaced, the satellite could be used to send psychotronic signals that will help me evade the Typhon Nightmare organism. I just have to find a replacement part somewhere.

If you've installed three or more Typhon abilities and attracted a Nightmare by doing so, this objective becomes available. January provides this objective after you've defeated or escaped the Nightmare. Completing this objective requires you to backtrack to Hardware Labs (if available at this point; consider completing this objective before entering Deep Storage). From the Arboretum, take the main lift to the Talos I Lobby, then proceed to the Machine Shop in Hardware Labs. Here you must repair the controls to the moon door, requiring the Repair III ability and eight spare parts. If you don't have this ability or the necessary parts, consider completing this objective later.



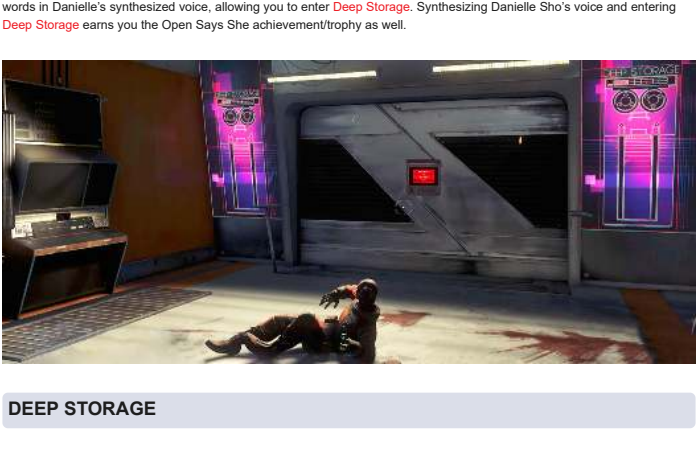
Opening the moon door gives you access to an old Psychotronics satellite. Retrieve the Satellite Psychotronic Transistor sticking out of the hull. While you're in the Machine Shop, consider accessing the nearby supply cage, beneath the Recycler and Fabricator (you need Leverage III to move the cargo blocking the entrance). The supply cage contains a Neuromod and some other supplies, including a Weapon Kit fabrication license, two Typhon Lures, and Book 2 in The Starbender Cycle series.

Once you've retrieved the Psychotronic Transistor, exit the station through the airlock in the Machine Shop. Outside Talos I, use the waypoint marker to locate the satellite orbiting the station. The satellite is moving, making a rendezvous a bit tricky. Study the satellite's movement and maneuver ahead of it so you can attach the Psychotronic Transistor. Once the device is attached, January sends you two activation signals, accessible from the TranScribe's audio log. The Repel Nightmare recording can be played up to two times (but don't play it until you're hunted by a Nightmare). This recording causes the Nightmare to disappear. The Attract Nightmare recording can also be played twice. Play it to summon a Nightmare. Summoning a Nightmare may seem counterintuitive, but can be useful when engaging hostile non-Typhon threats. Summoning a Nightmare also earns you the You Rang? achievement/trophy. The objective is complete once you've played each recording twice.

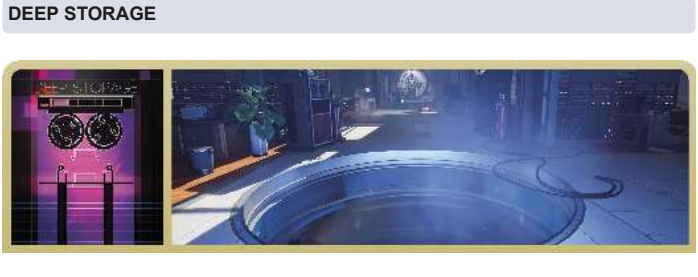


DEEP STORAGE ACCESS

Return to the Deep Storage access area via the Grav Shaft. You finally have enough voice samples to replicate Danielle Sho's voice. Interact with the Deep Storage door to play a string of words. Your TranScribe automatically repeats the key words in Danielle's synthesized voice, allowing you to enter Deep Storage. Synthesizing Danielle Sho's voice and entering Deep Storage earns you the Open Says She achievement/trophy as well.

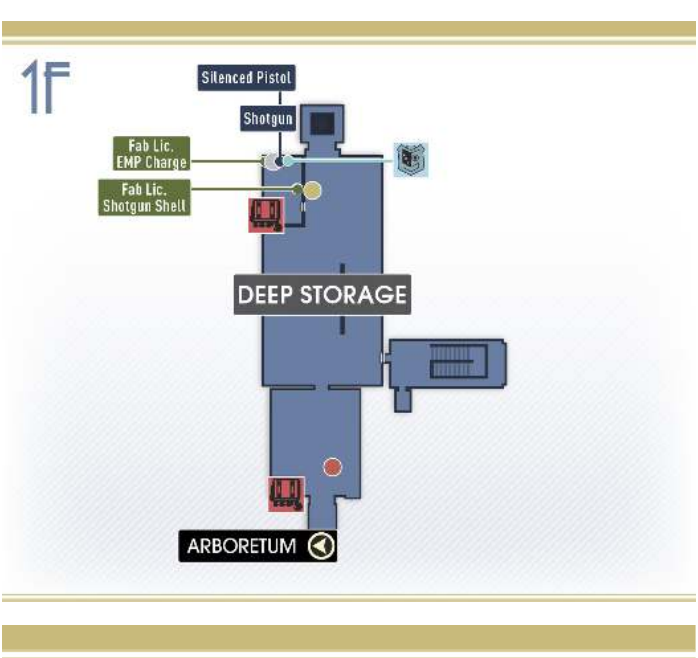


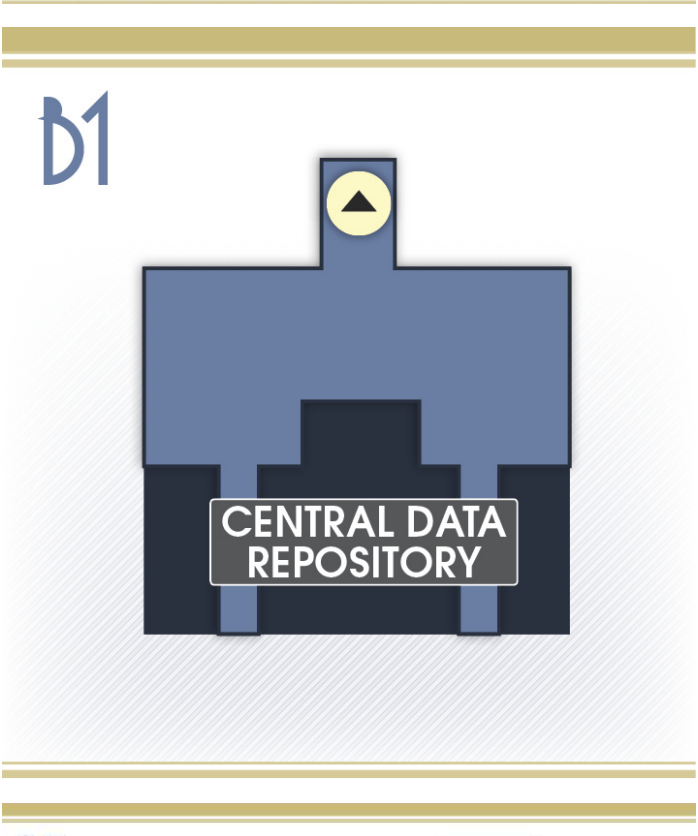
DEEP STORAGE

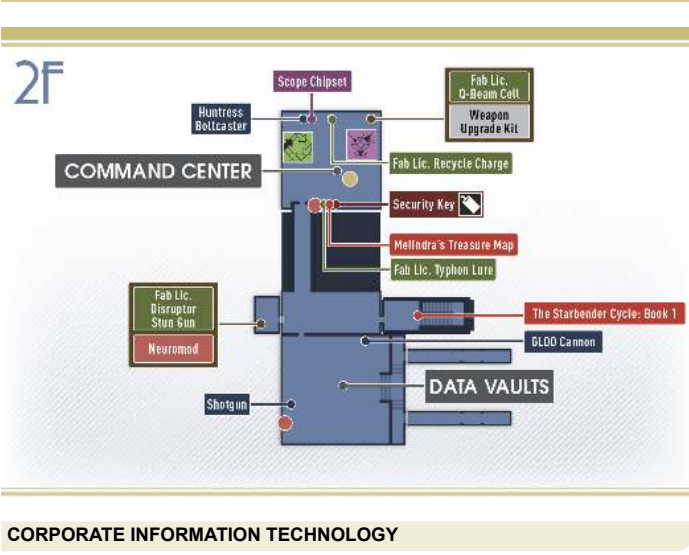


MAP LEGEND

● Audio Recording	● Weapon Upgrade Kit	Medkit
● Chipset	Fabricator	Object Above/Below
● Neuromod	Grav Shaft	Operator Dispenser
● Safe	Keycard	Recycler
● Turret	Level Transition	Security Station



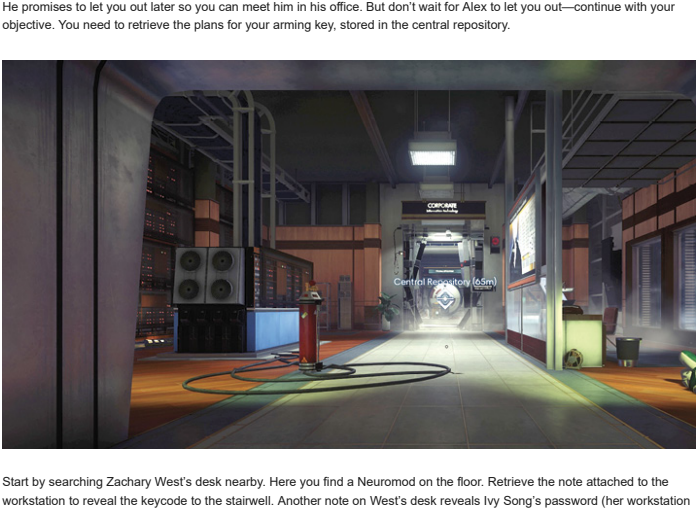




CORPORATE INFORMATION TECHNOLOGY

Notable Items:	Neuromod	Keycode: Stairwell Access	Password: Ivy Song	FlexiFoam Bolts Fabrication License	Turret

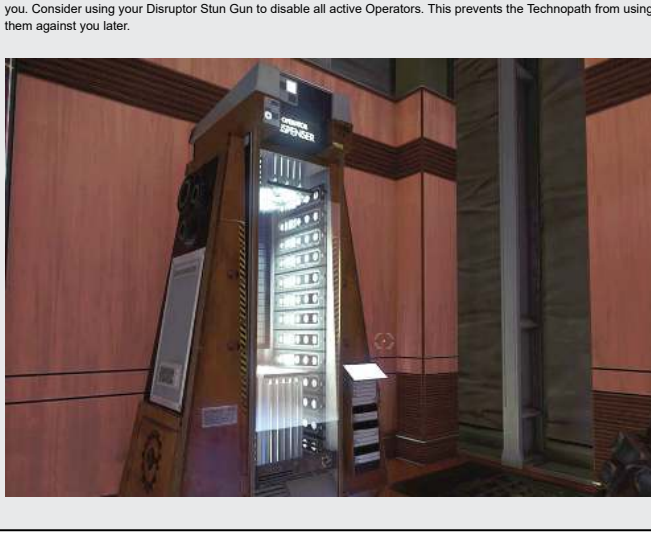
Upon entering Deep Storage, Alex contacts you and apologizes. For your safety, he's decided to lock you inside the facility. He promises to let you out later so you can meet him in his office. But don't wait for Alex to let you out—continue with your objective. You need to retrieve the plans for your arming key, stored in the central repository.



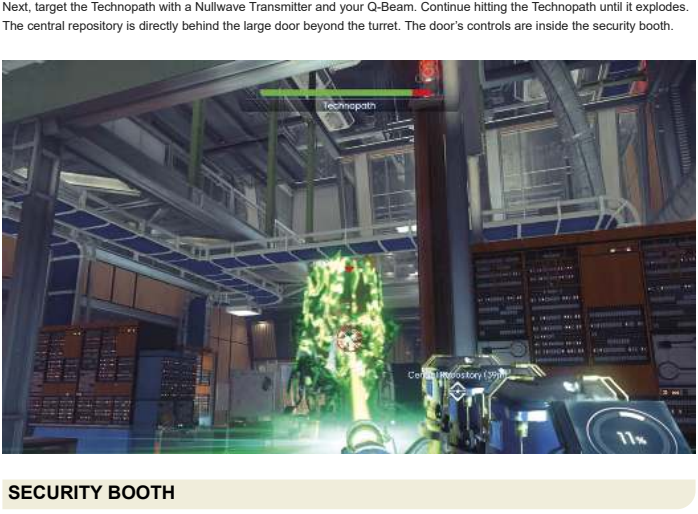
Start by searching Zachary West's desk nearby. Here you find a Neuromod on the floor. Retrieve the note attached to the workstation to reveal the keycode to the stairwell. Another note on West's desk reveals Ivy Song's password (her workstation is located upstairs). West's workstation has a fabrication license for FlexiFoam Bolts, used in the Huntress Boltcaster.

OPERATOR DISPENSER

The Operator dispenser near Deep Storage's entry produces Engineering Operators. Hold off on dispensing an operator until you kill the Technopath located nearby. The Technopath has the ability to corrupt Operators, causing them to attack you. Consider using your Disruptor Stun Gun to disable all active Operators. This prevents the Technopath from using them against you later.



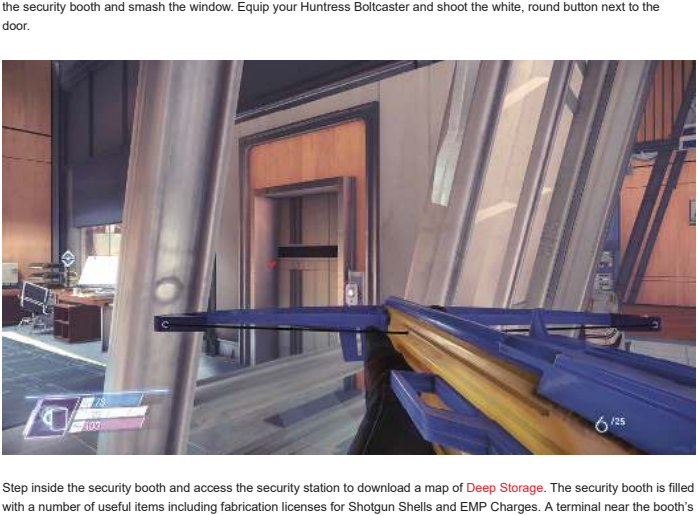
Sneak toward the broken doorway. A turret-wielding Technopath patrols the area near the security booth. Stay low and move forward until the Technopath is within range of an EMP Charge. Toss the EMP Charge to disable the Technopath's turret. Next, target the Technopath with a Nullwave Transmitter and your Q-Beam. Continue hitting the Technopath until it explodes. The central repository is directly behind the large door beyond the turret. The door's controls are inside the security booth.



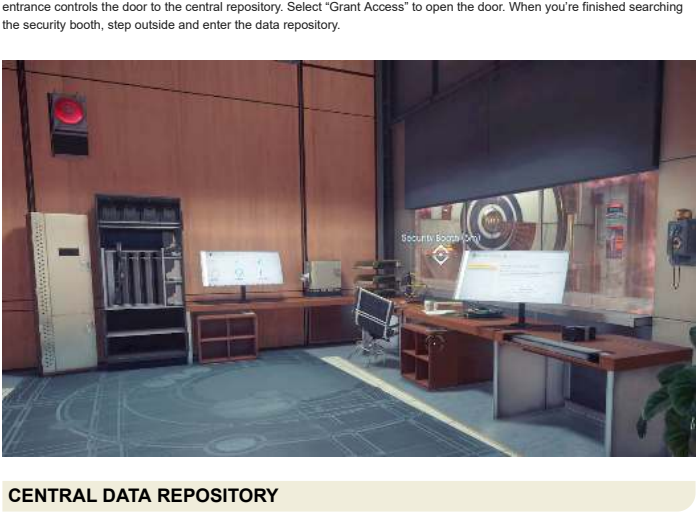
SECURITY BOOTH

Notable Items:	Silenced Pistol	Shotgun
	Typhon Lure	Weapon Upgrade Kit
	Shotgun Shells Fabrication License	EMP Charge Fabrication License

The security booth's door is locked, but you can use your trusty Huntress Boltcaster to unlock it. Move around to the side of the security booth and smash the window. Equip your Huntress Boltcaster and shoot the white, round button next to the door.

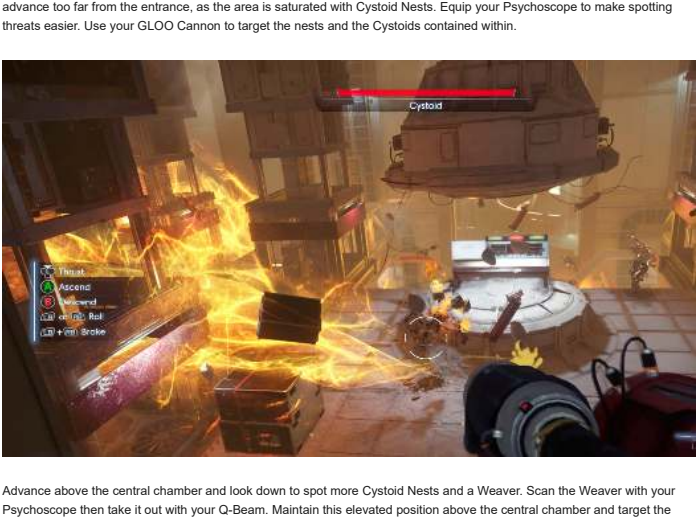


Step inside the security booth and access the security station to download a map of Deep Storage. The security booth is filled with a number of useful items including fabrication licenses for Shotgun Shells and EMP Charges. A terminal near the booth's entrance controls the door to the central repository. Select "Grant Access" to open the door. When you're finished searching the security booth, step outside and enter the data repository.



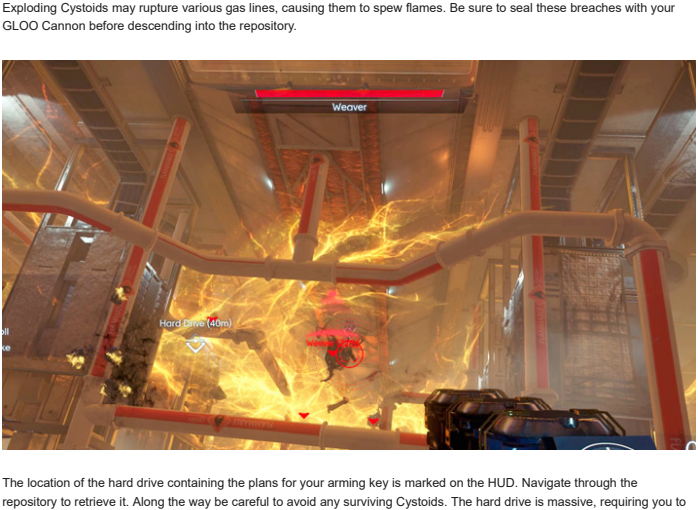
CENTRAL DATA REPOSITORY

The central data repository is a zero gravity environment requiring you to use your propulsion system to maneuver. Don't advance too far from the entrance, as the area is saturated with Cystoid Nests. Equip your Psychoscope to make spotting threats easier. Use your GLOO Cannon to target the nests and the Cystoids contained within.

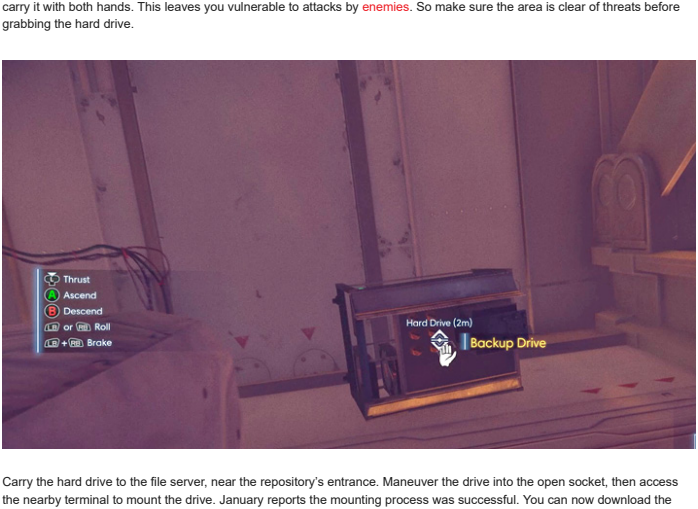


Advance above the central chamber and look down to spot more Cystoid Nests and a Weaver. Scan the Weaver with your Psychoscope then take it out with your Q-Beam. Maintain this elevated position above the central chamber and target the remaining Cystoid Nests and Cystoids.

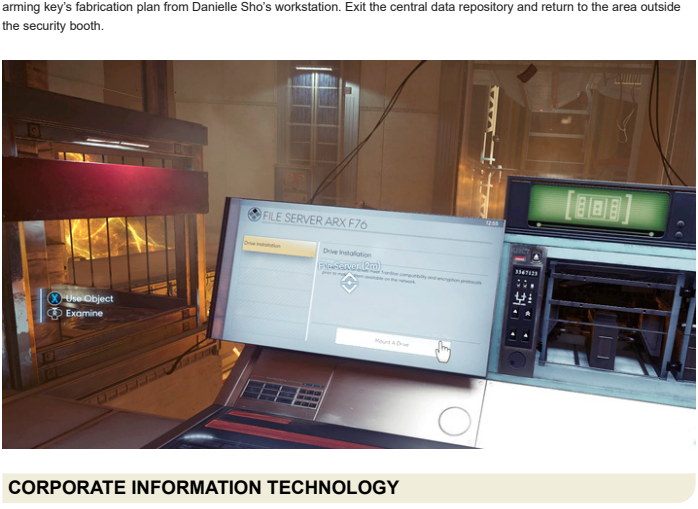
Exploding Cystoids may rupture various gas lines, causing them to spew flames. Be sure to seal these breaches with your GLOO Cannon before descending into the repository.



The location of the hard drive containing the plans for your arming key is marked on the HUD. Navigate through the repository to retrieve it. Along the way be careful to avoid any surviving Cystoids. The hard drive is massive, requiring you to carry it with both hands. This leaves you vulnerable to attacks by enemies. So make sure the area is clear of threats before grabbing the hard drive.

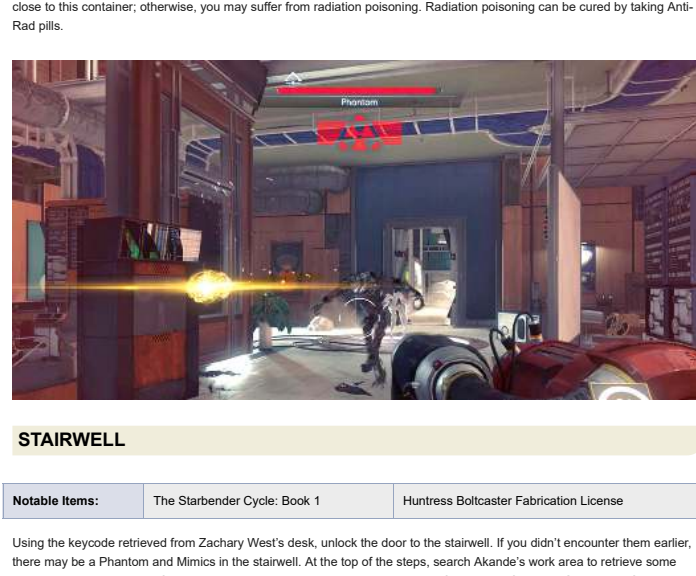


Carry the hard drive to the file server, near the repository's entrance. Maneuver the drive into the open socket, then access the nearby terminal to mount the drive. January reports the mounting process was successful. You can now download the arming key's fabrication plan from Danielle Sho's workstation. Exit the central data repository and return to the area outside the security booth.



CORPORATE INFORMATION TECHNOLOGY

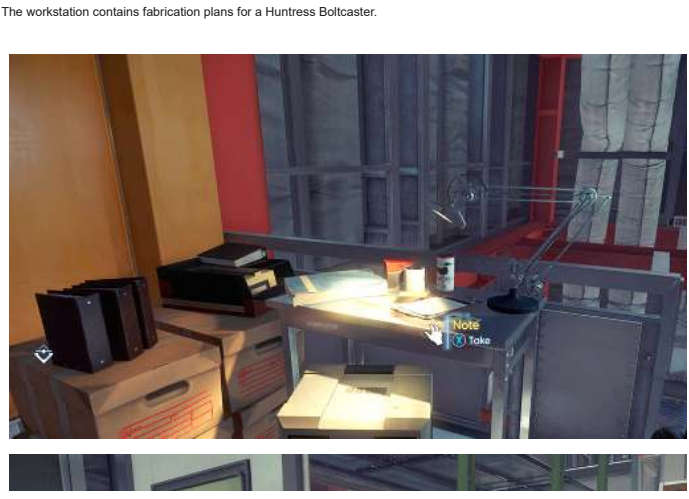
Upon your return from the data repository, inspect the turret near the security booth. If it's damaged, repair it. There may be some Mimics in this area, along with a Phantom. Lure these enemies toward the turret and assist using your GLOO Cannon and Shotgun. During this fight, a radioactive container near the security booth may become compromised. Avoid getting too close to this container; otherwise, you may suffer from radiation poisoning. Radiation poisoning can be cured by taking Anti-Rad pills.

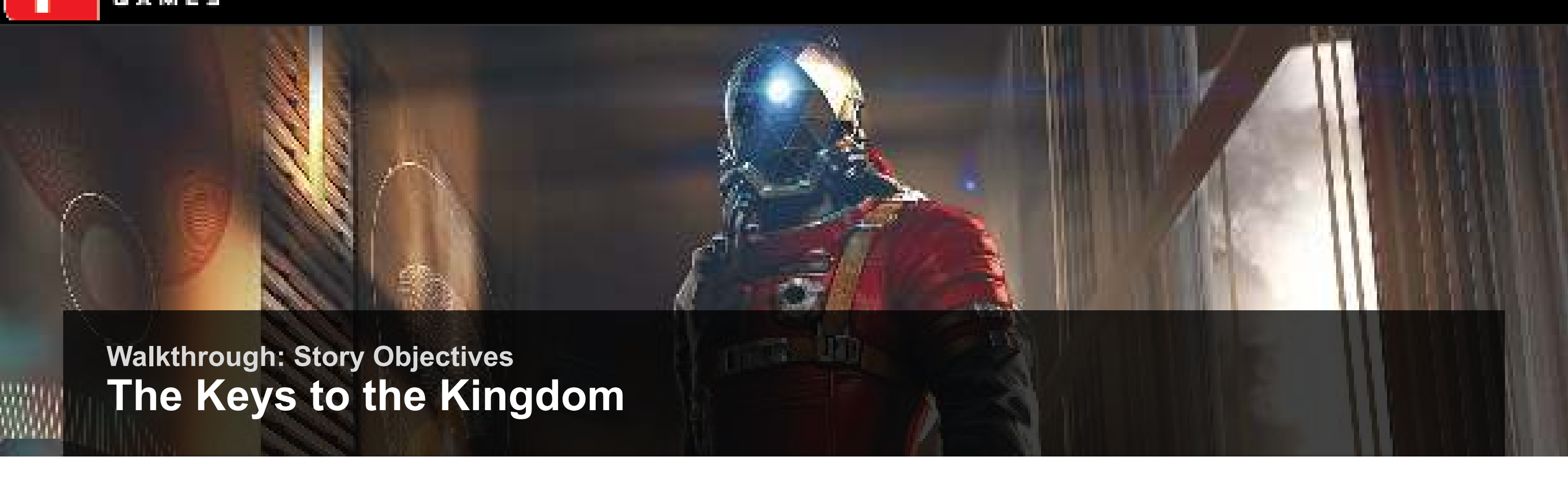


STAIRWELL

Notable Items:	The Starbender Cycle: Book 1	Huntress Boltcaster Fabrication License

Using the keycode retrieved from Zachary West's desk, unlock the door to the stairwell. If you didn't encounter them earlier, there may be a Phantom and Mimics in the stairwell. At the top of the steps, search Akande's work area to retrieve some notes and shotgun shells. If you haven't collected it yet, you can also read the first volume from The Starbender Cycle series. Exit the stairwell on the second floor and use the password found on Zachary West's desk to log in to Ivy Song's workstation. The workstation contains fabrication plans for a Huntress Boltcaster.





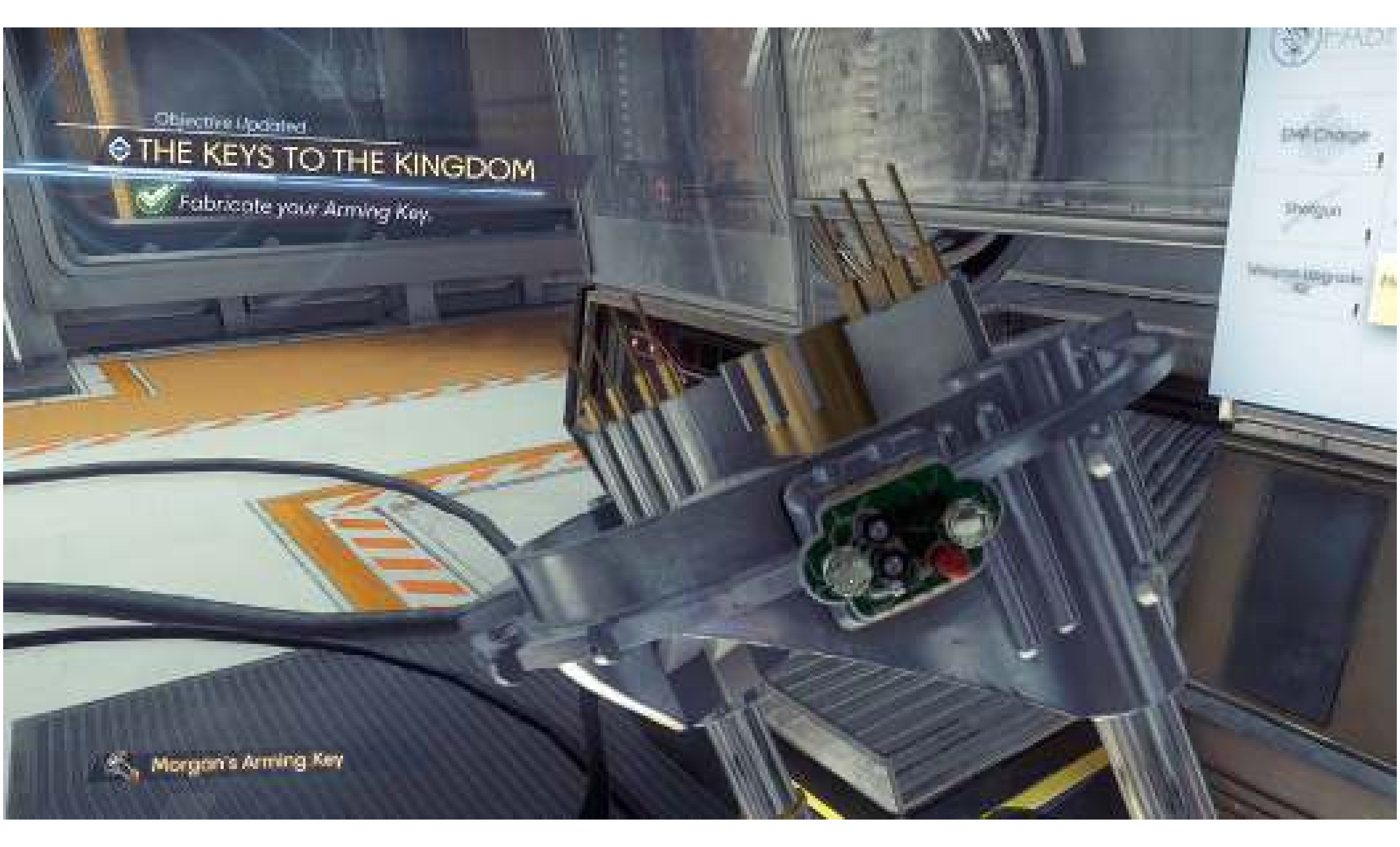
Walkthrough: Story Objectives

The Keys to the Kingdom

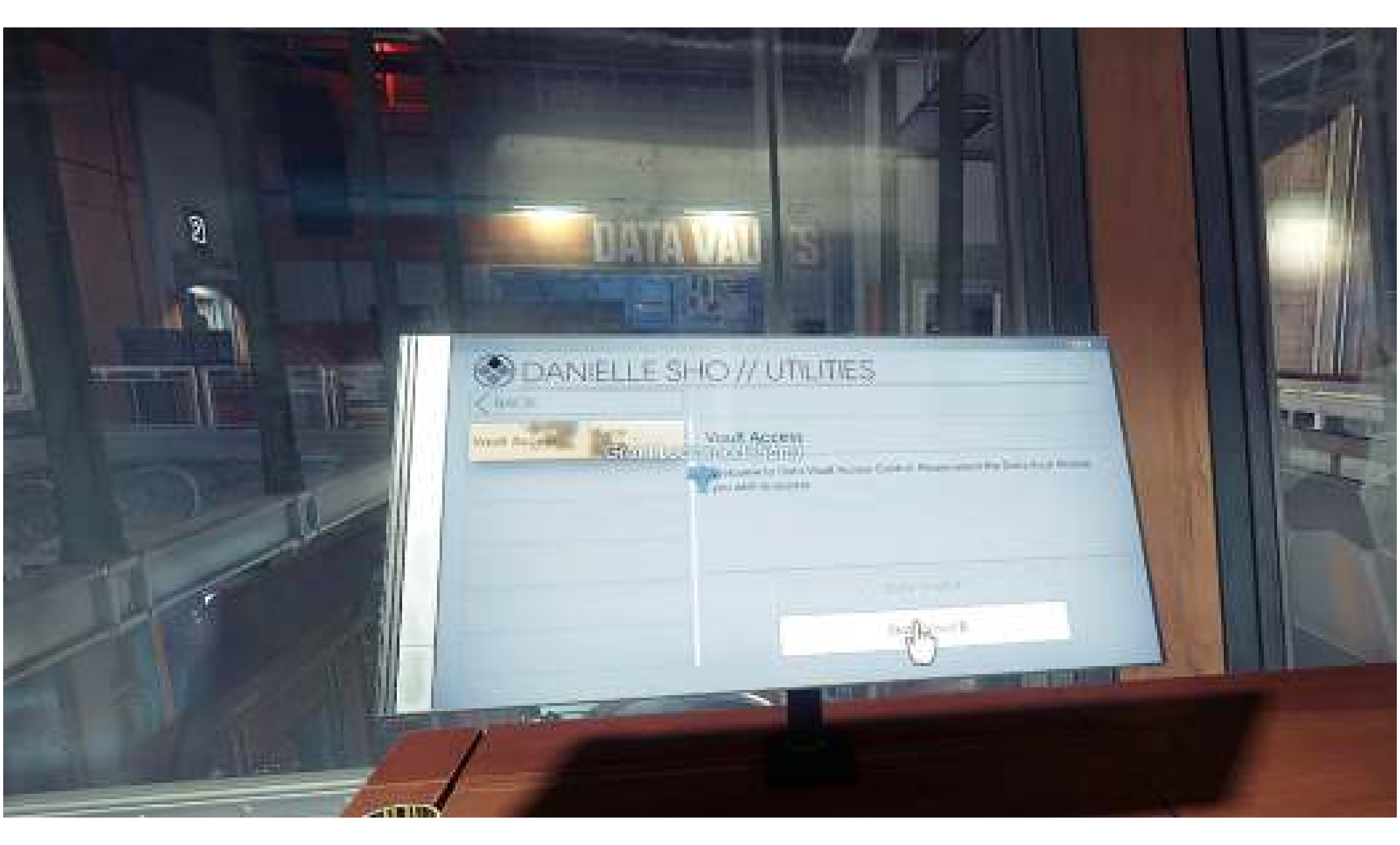
THE KEYS TO THE KINGDOM

I left myself instructions to destroy Talos I if the Typhon broke out. The process requires two arming keys, mine and my brother's. I managed to secure a fabrication plan for mine, but I don't think Alex will be as straightforward.

Walk over to the fabricator and create your arming key. It takes two arming keys to initiate the station's self-destruction protocol. You now have one of the keys. Now you need to find Alex's arming key. Danielle Sho contacts you after downloading the plans for the arming key. She suggests escaping Deep Storage via one of the data vault modules. These modules are designed to be jettisoned to the event of a catastrophic failure. Danielle already used one of two modules to escape the station. But there's one more module you can use to access the station's exterior.



Access Danielle Sho's workstation and select the Utilities tab to unlock Data Vault B. You can now enter this data vault and use it to escape Deep Storage. While you're in Danielle's workstation, download a Nullwave Transmitter Fabrication Plan. An email chain from Alex references an unauthorized Operator created by Morgan—is he talking about December and January? It appears you've managed to keep both Operators a secret from Alex, Danielle, and Dr. Calvino.

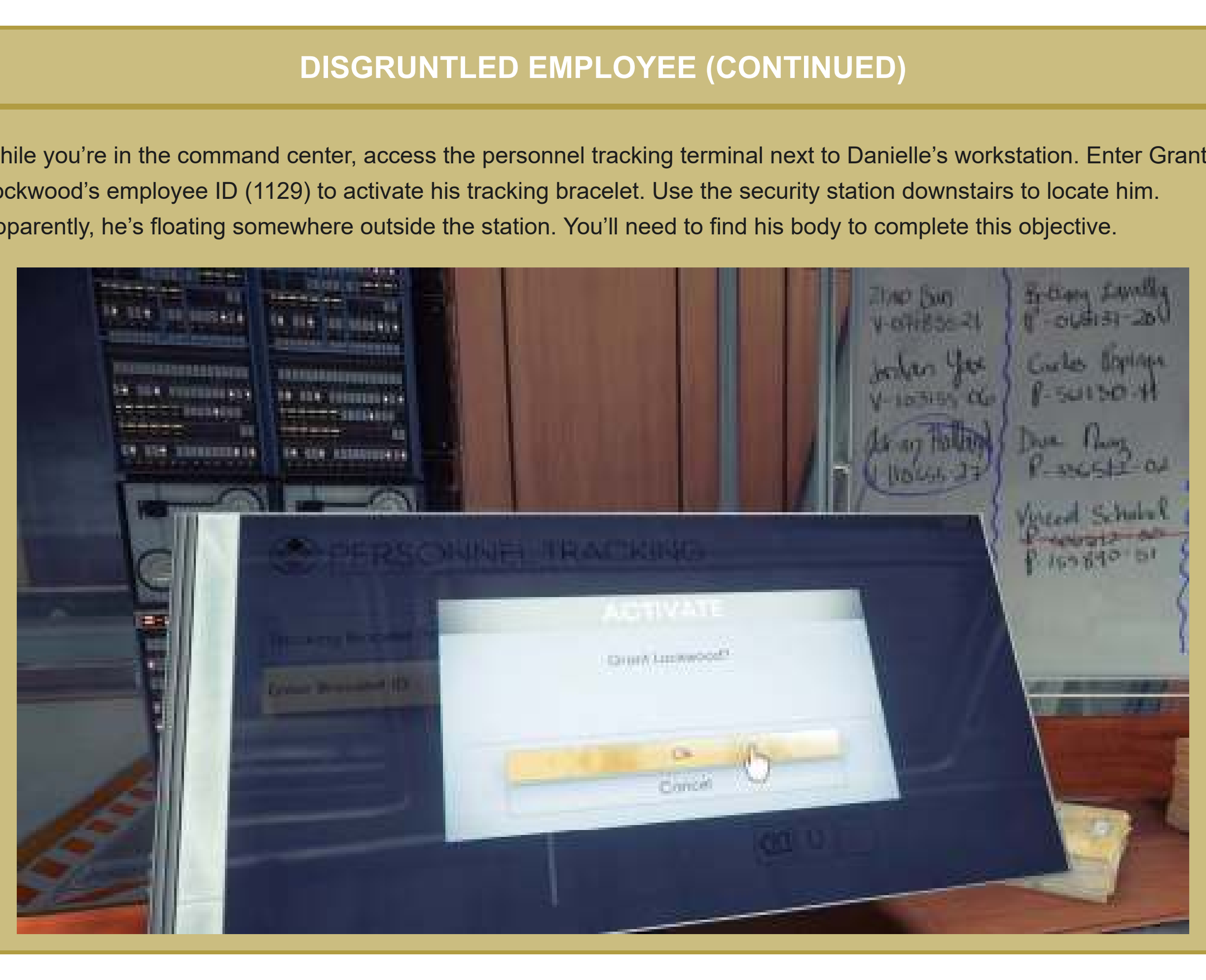


TREASURE HUNT (CONTINUED)

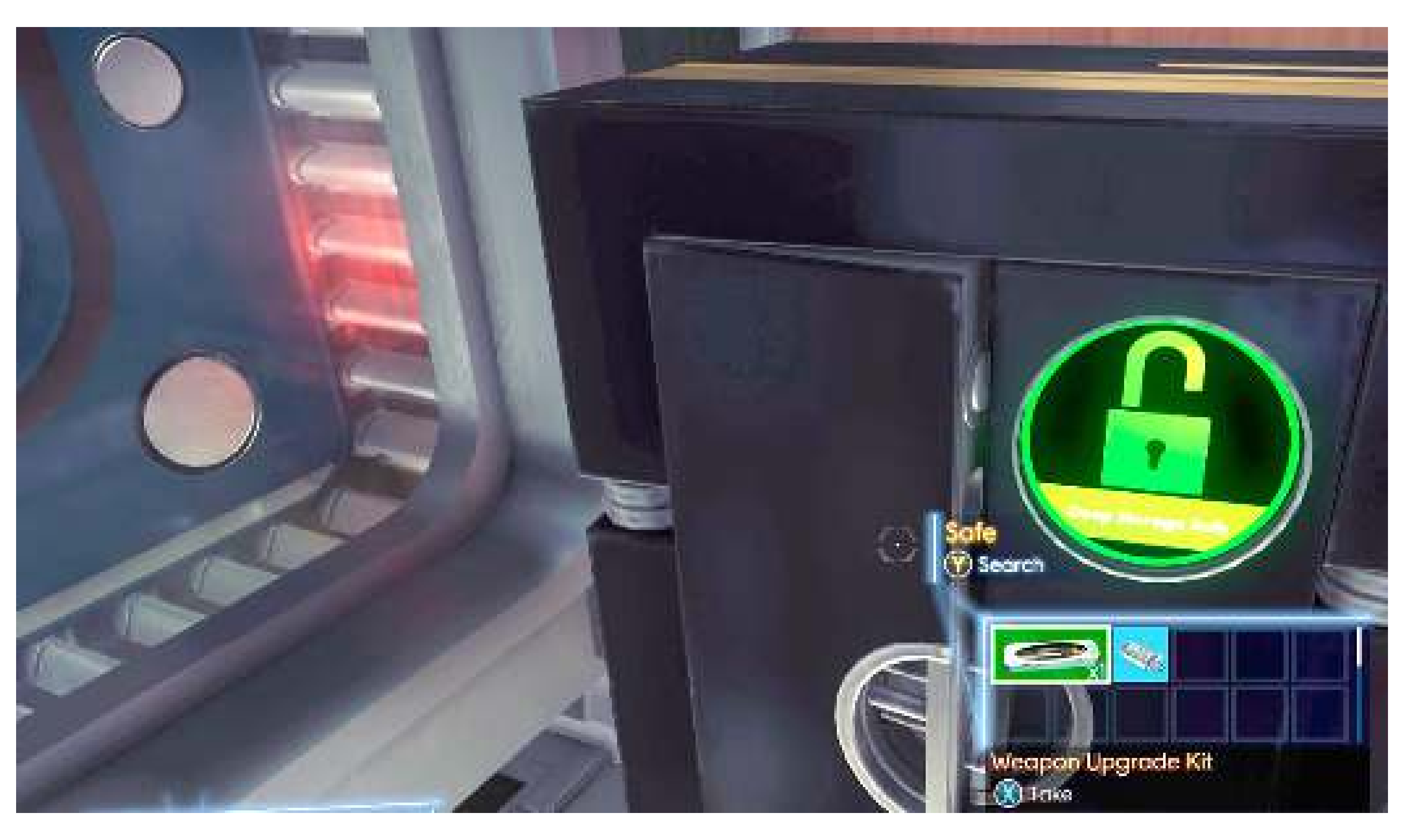
Download Melindra Shadowcorner's treasure map from Danielle Sho's workstation. You now have all four treasure maps. Study each map and look for clues as you continue exploring Talos I.

DISGRUNTLED EMPLOYEE (CONTINUED)

While you're in the command center, access the personnel tracking terminal next to Danielle's workstation. Enter Grant Lockwood's employee ID (1129) to activate his tracking bracelet. Use the security station downstairs to locate him. Apparently, he's floating somewhere outside the station. You'll need to find his body to complete this objective.



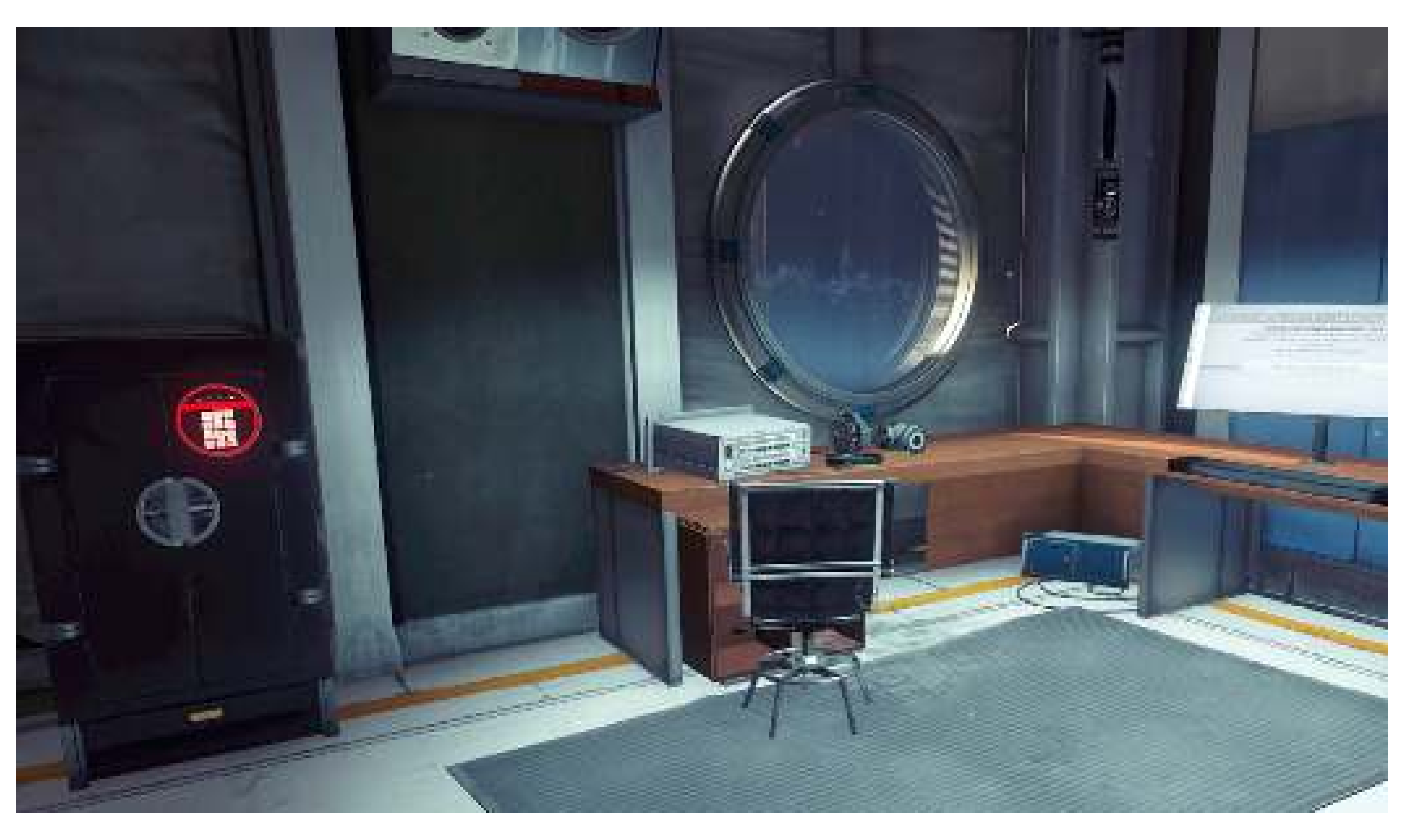
Before leaving the command center, grab the note on the back of Danielle's workstation to retrieve the keycode for the Deep Storage safe. The safe is located in the back corner of the command center, near the exterior window. This safe contains a Weapon Upgrade Kit and Q-Beam Cell fabrication license. Now that you can manufacture your own Q-Beam ammo, do so right away, using the Fabricator. You can now use the Q-Beam more frequently.



CONFIDENTIAL RECORDS

Notable Items:	Typhon Lure	EMP Charge
	Neuromod	Disruptor Stun Gun Fabrication License
	Scope Chipset	

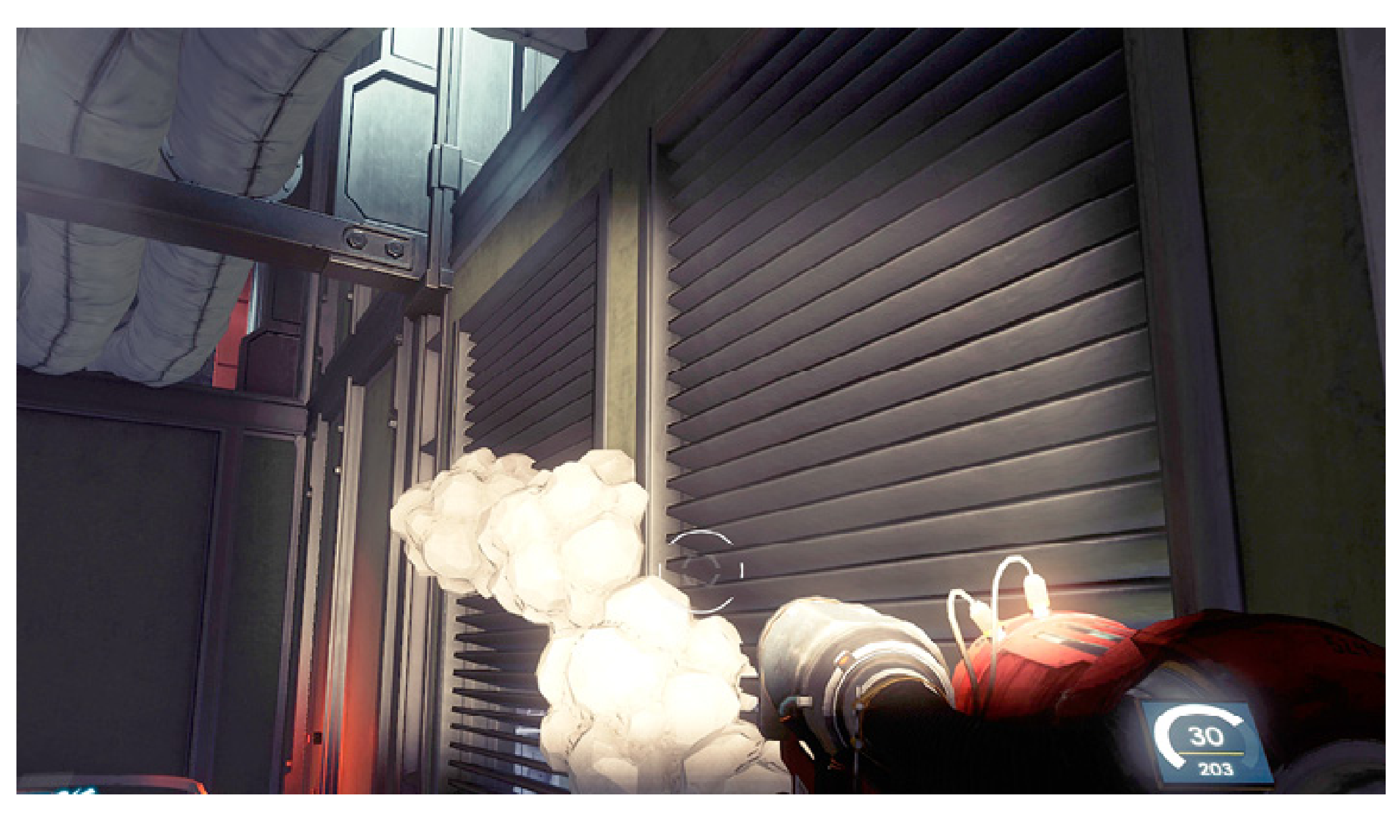
Exit the command center and approach the door labeled Confidential Records, near Ivy Song's work area. Unlocking the door to this room requires the Hacking IV ability. But there's another way in. The top of the room isn't sealed. Use your GLOO Cannon to create a makeshift series of steps to scale the area above the door, then drop in from the ceiling, using your propulsion system to slow your descent. Once inside, gather a Typhon Lure and EMP Charge. The safe in this room uses the same keycode as the one in the command center. Open the safe to retrieve a Neuromod, a Disruptor Stun Gun fabrication license, and a Scope Chipset.

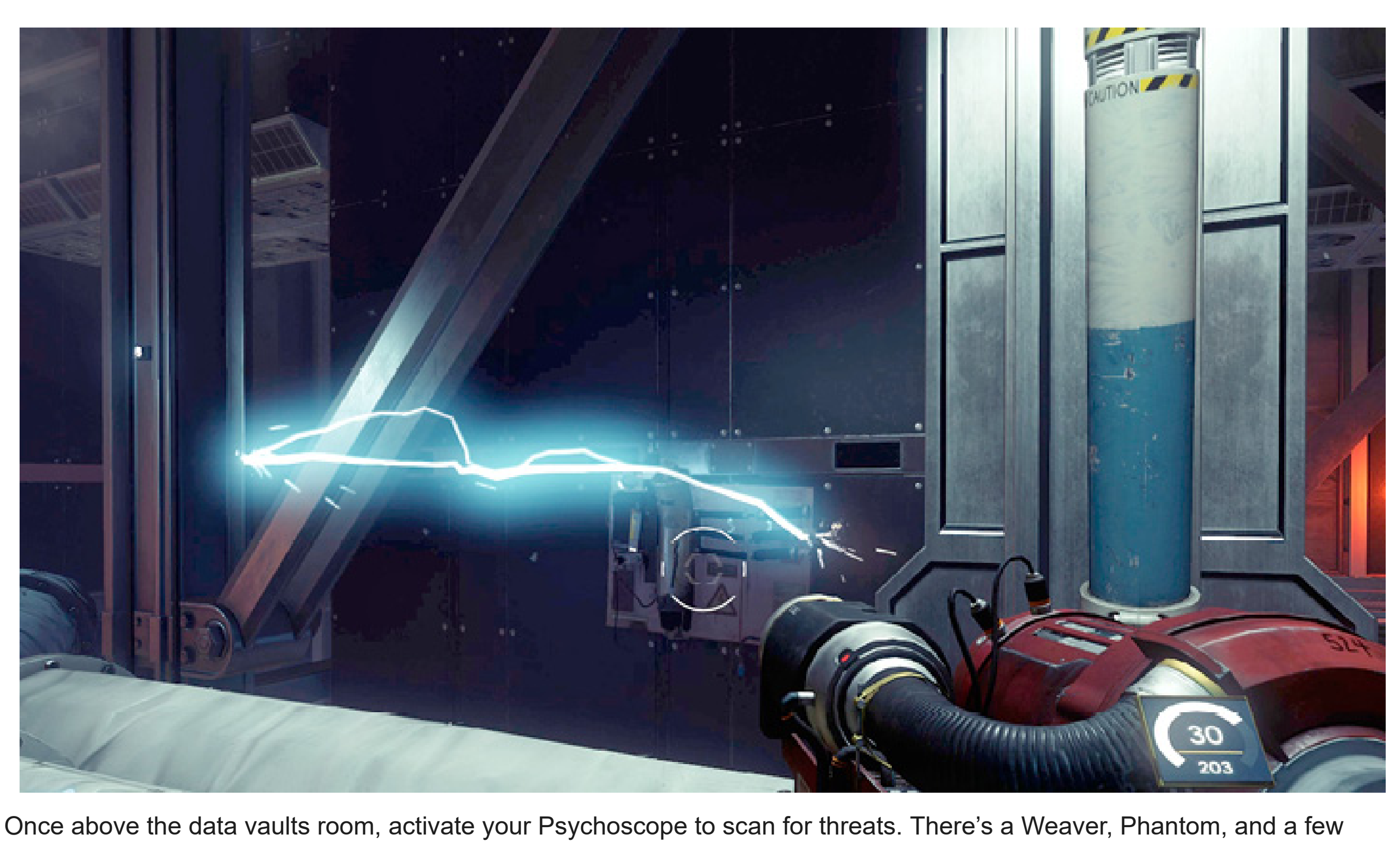


DATA VAULTS

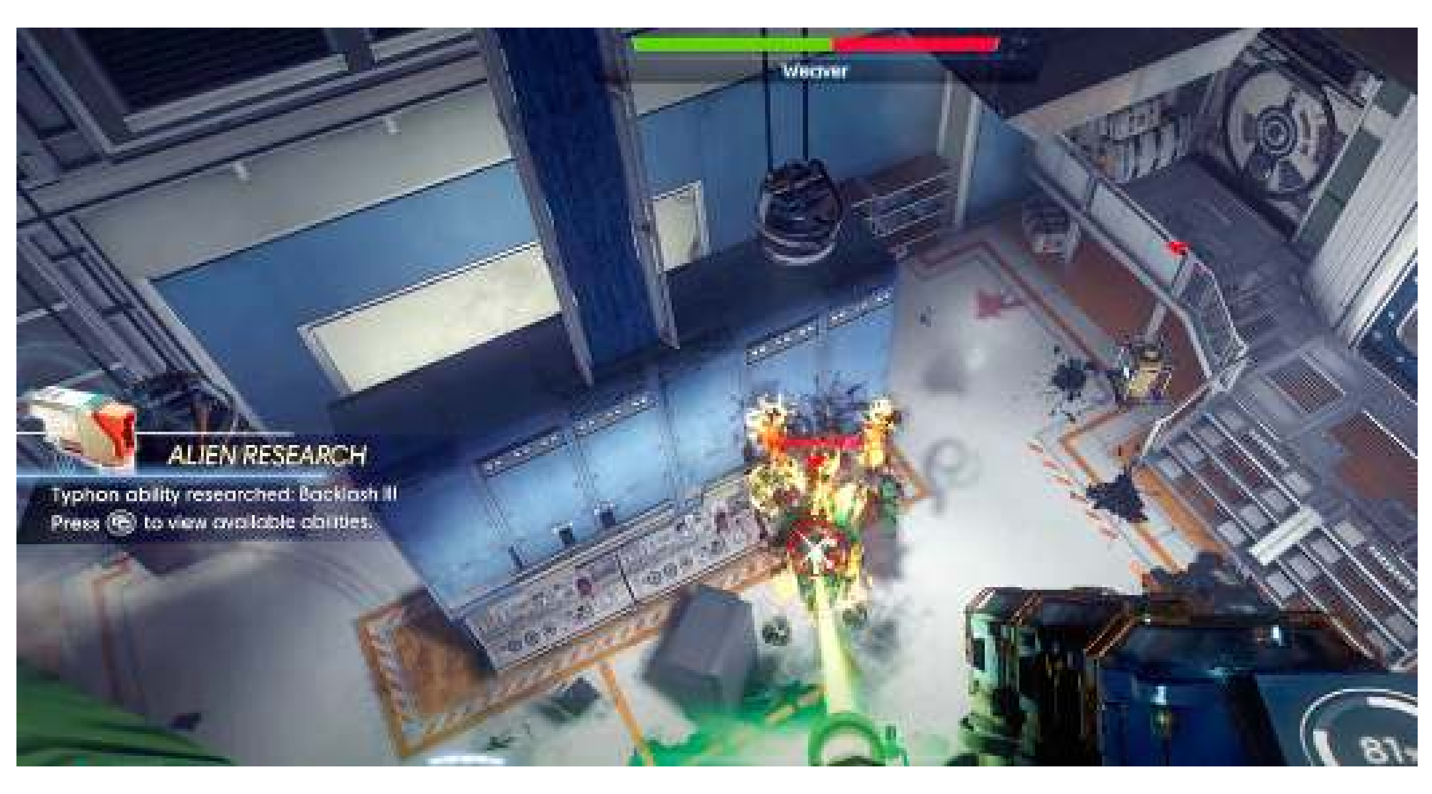
Notable Items:
Neuromod
Shotgun
GLOO Cannon

The door to the data vaults is blocked by a large tape drive. You'll need the Leverage III ability to move it. If you don't possess the ability or prefer a sneakier way in, you can enter from above. Equip your GLOO Cannon and cross the catwalk toward the command center. Fire a GLOO deposit to the side of the command center's door. Climb atop the GLOO deposit, then jump toward a platform just above the catwalk. From the platform, jump to a narrow walkway above the data vault's entrance. Locate the horizontal vents outside the data vaults—using your GLOO Cannon, create a ramp to reach the ledge above the vents. This allows you to cross a white, tubular duct running above the data vaults room. Fire a GLOO deposit into the malfunctioning electrical junction nearby to avoid getting electrocuted.

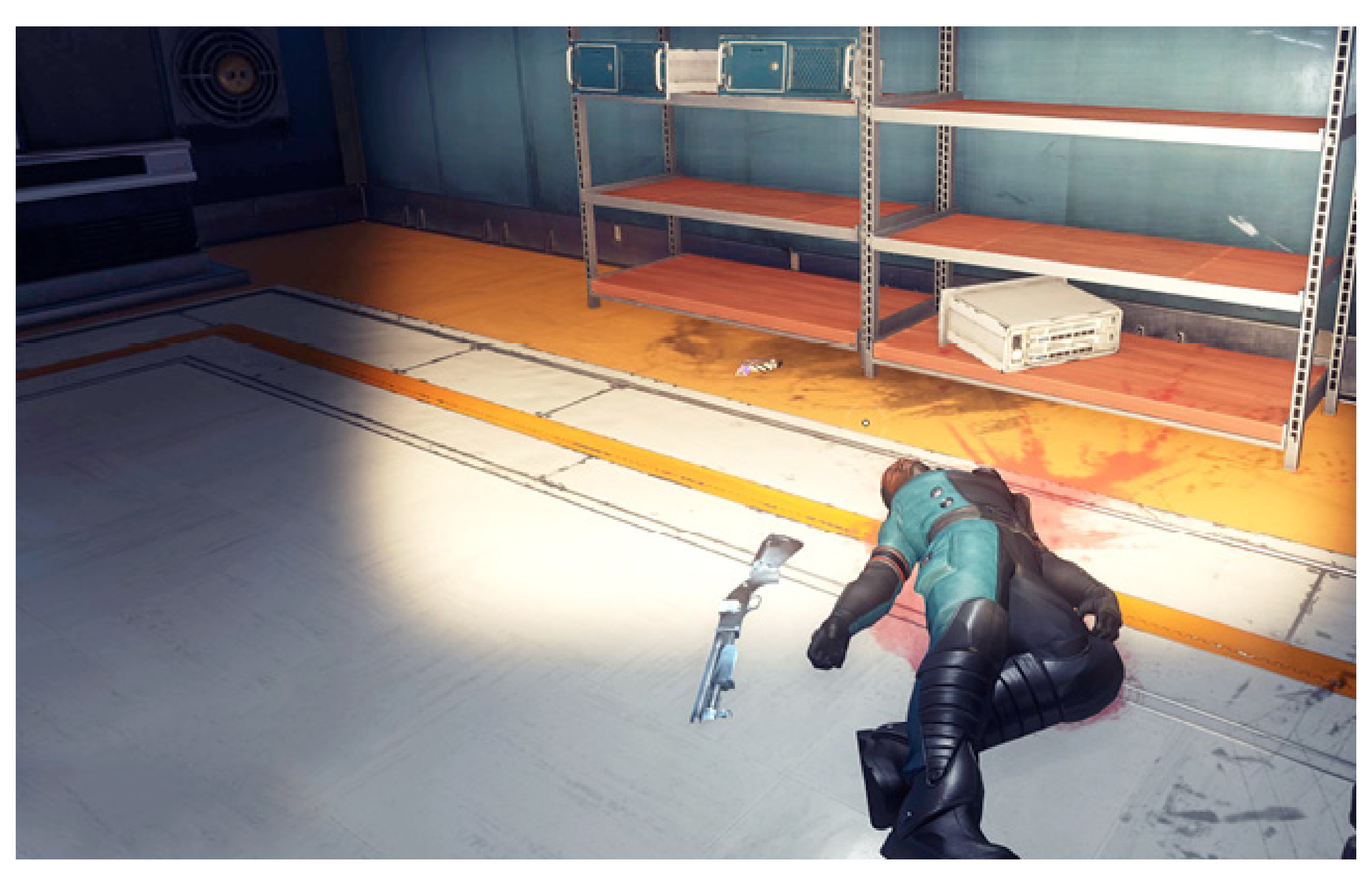




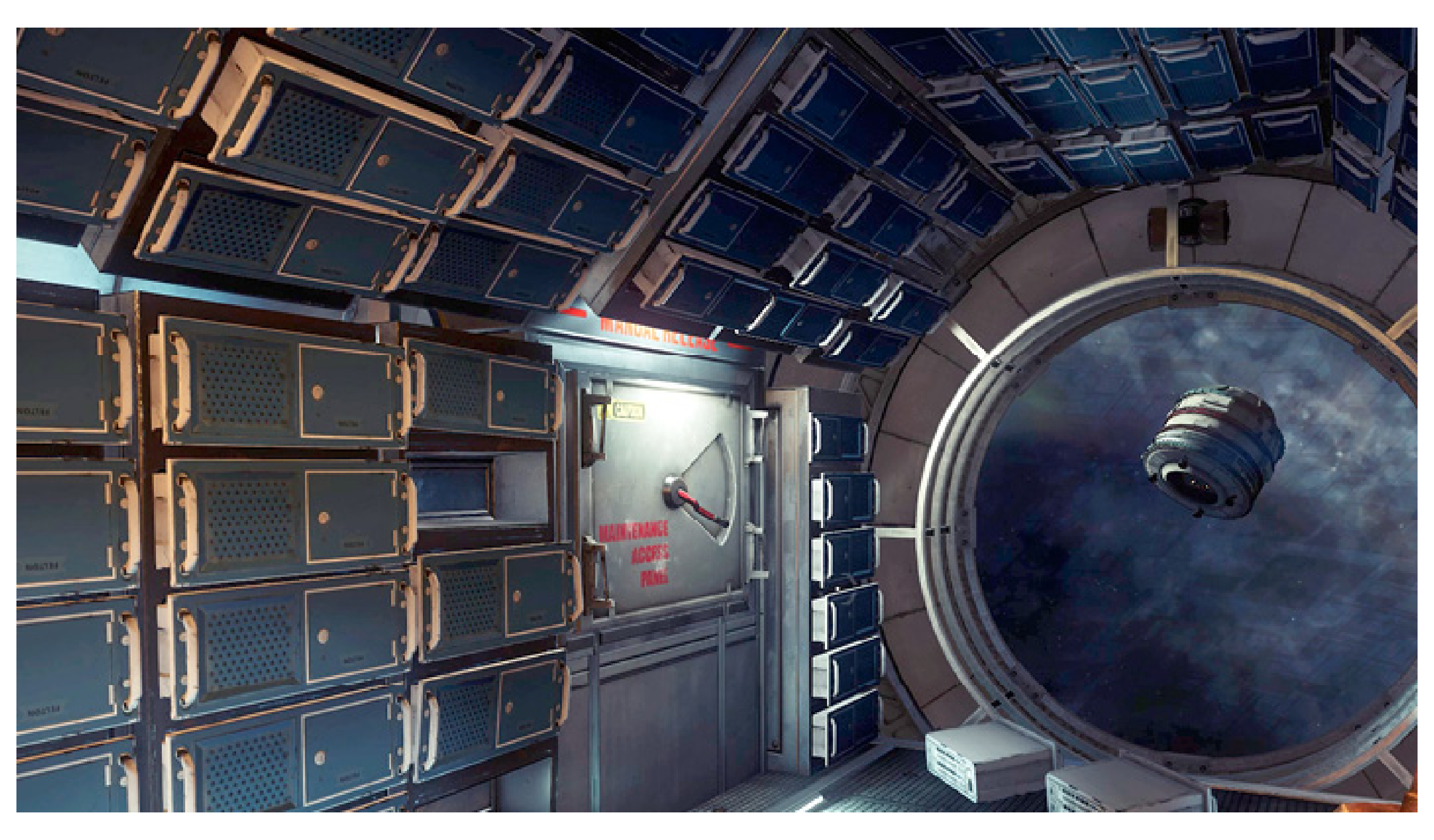
Once above the data vaults room, activate your Psychoscope to scan for threats. There's a Weaver, Phantom, and a few Cystoid Nests in the room below. Equip your Q-Beam and take out the Weaver first. Next, eliminate the Phantom and Cystoid Nests. Once the area is clear of hostiles, drop into the data vaults room, using your propulsion system to slow your descent.


Weaver
ALIEN RESEARCH
Typhon ability researched: Backlash III
Press to view available abilities.

Even with the Typhon threats eliminated, the data vaults room remains hazardous. There's a damaged electrical junction near the door spewing arcs of electricity and several pools of flammable liquids have been set ablaze. Put out the fires with your GLOO Cannon and watch your step as you search this area. A Neuromod is on the floor near the shelves in the back corner, along with a Shotgun.

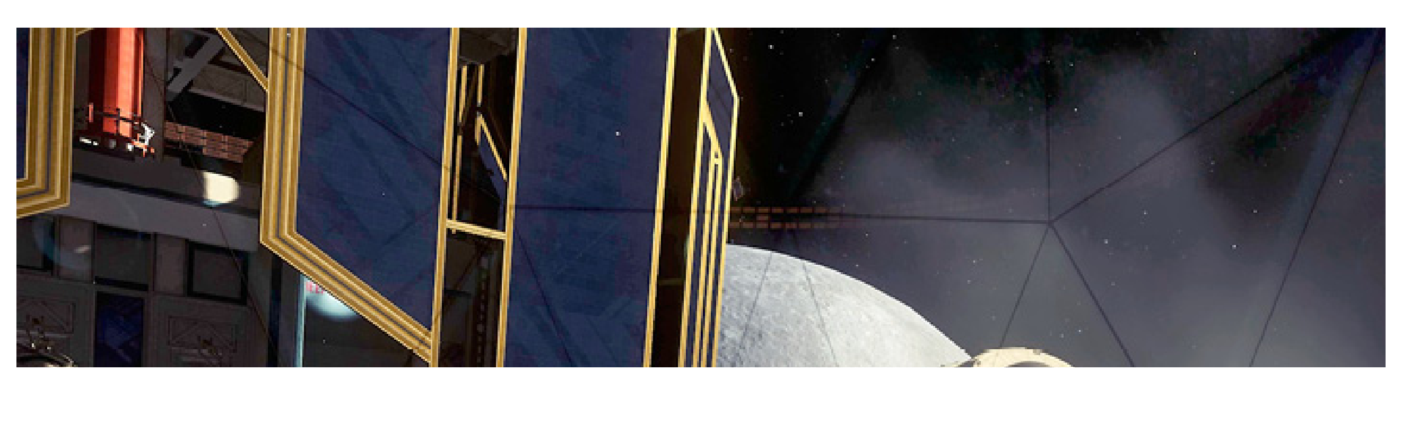


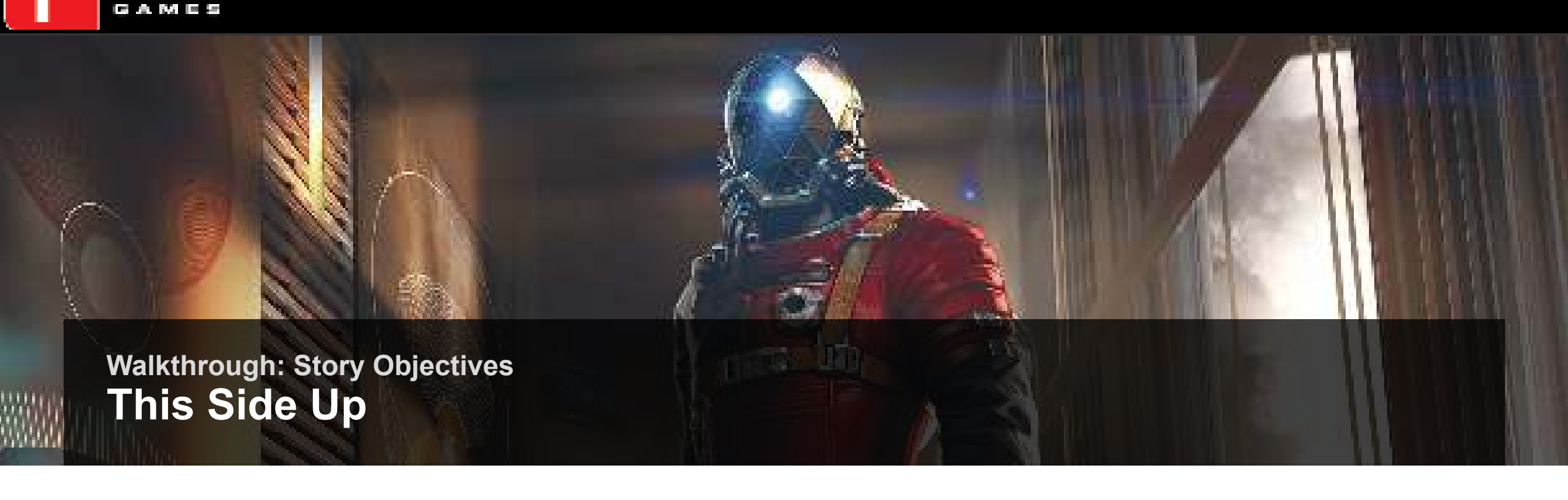
Enter the door leading to Data Vault B. Then pass through two more doors to enter the actual vault. These vaults are essentially escape pods for the station's research data. They were designed to be jettisoned in the event of a catastrophic event. For some reason, Alex chose not to jettison the vaults. Perhaps he feels the situation is salvageable. Danielle Sho already escaped Deep Storage in Data Vault A. Now it's your turn to leave in Data Vault B. Open the maintenance access panel on the right side of the vault and press the white button to trigger a manual release. Objects begin to float as the vault is released from Talos I. A sudden jolt from the vault's rocket knocks you backward, causing you to lose consciousness.



TALOS I EXTERIOR

After regaining consciousness, exit the data vault by pressing the white button next to the door. As you exit, Sarah Elazar contacts you over comms. She suggests heading to the Cargo Bay—there's an opening there you can use to gain access to the station. Talos I is officially locked down and all airlocks are sealed, including those you previously unlocked. As you begin to maneuver, activate your Psychoscope to spot Cystoids. Avoid them or eliminate them with your weapon of choice. Before traveling too far, search Data Vault A (floating nearby) for supplies. Two supply crates are inside containing food, spare parts, a Suit Patch Repair Kit, and two Medkits—it looks like Danielle Sho was well-prepared when she escaped.





Walkthrough: Story Objectives

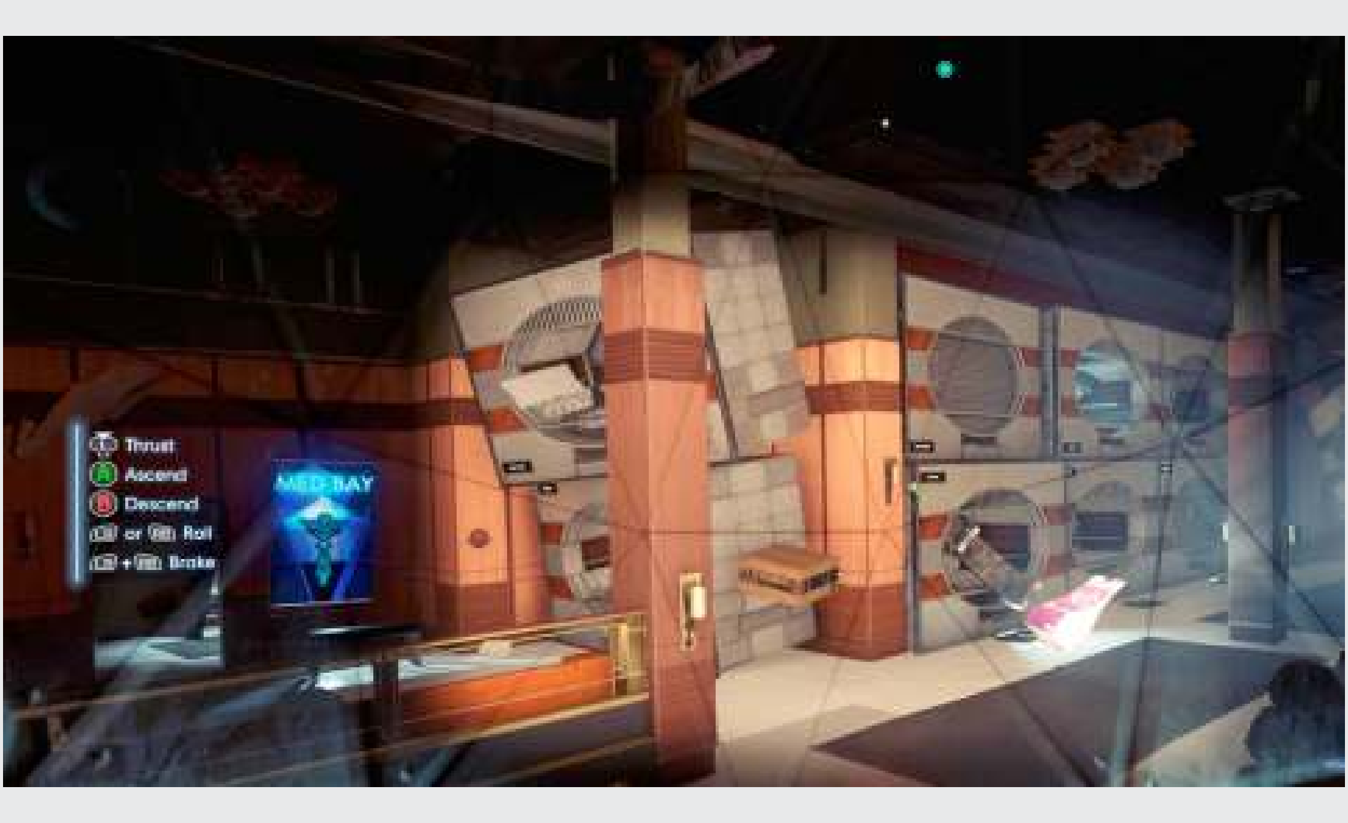
This Side Up

THIS SIDE UP

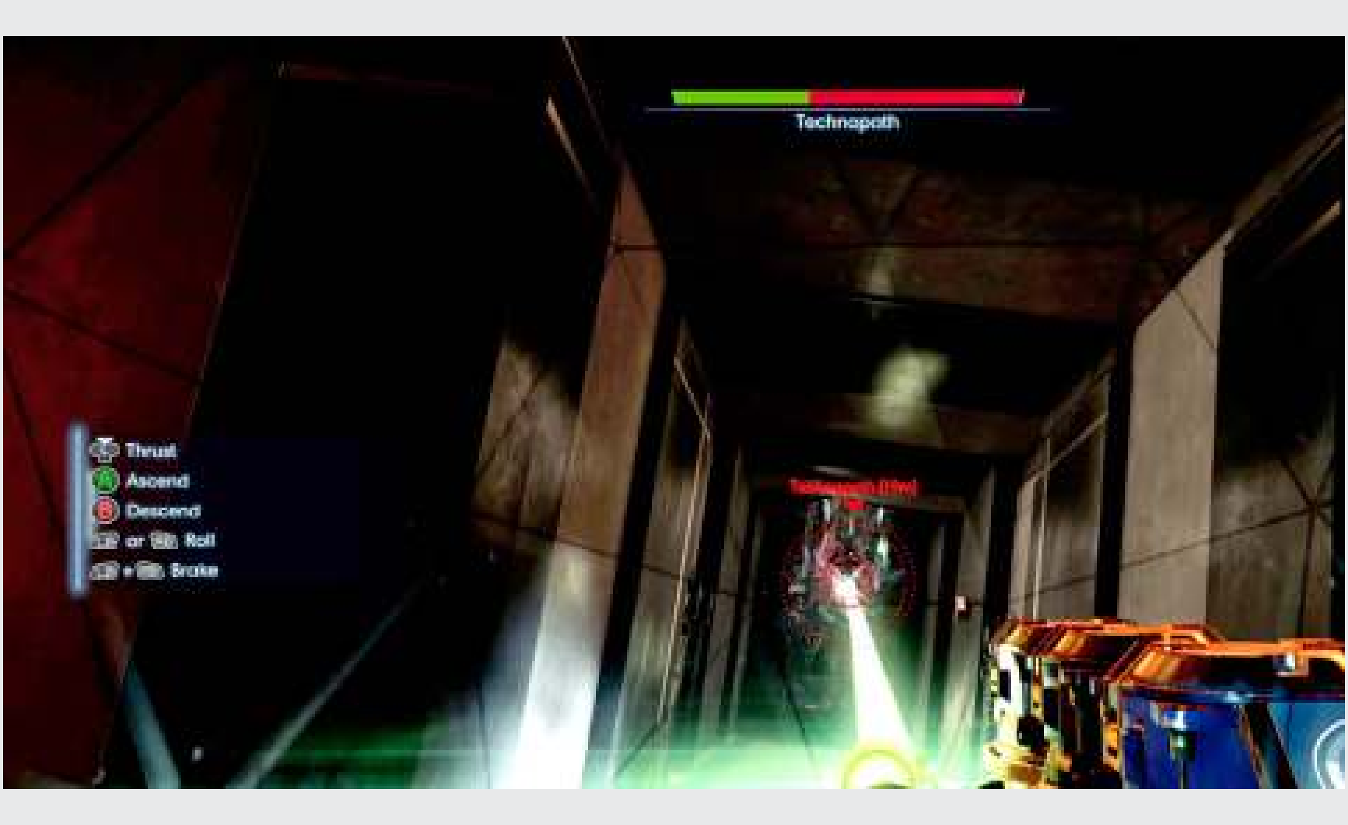
I was forced to jettison myself into space to escape Deep Storage. Airlocks heading back inside are sealed, but Sarah Elazar—chief of security—contacted me. She's holed up in the Cargo Bay where I might be able to use a cargo container as a makeshift entry.

CREW QUARTERS REVISITED

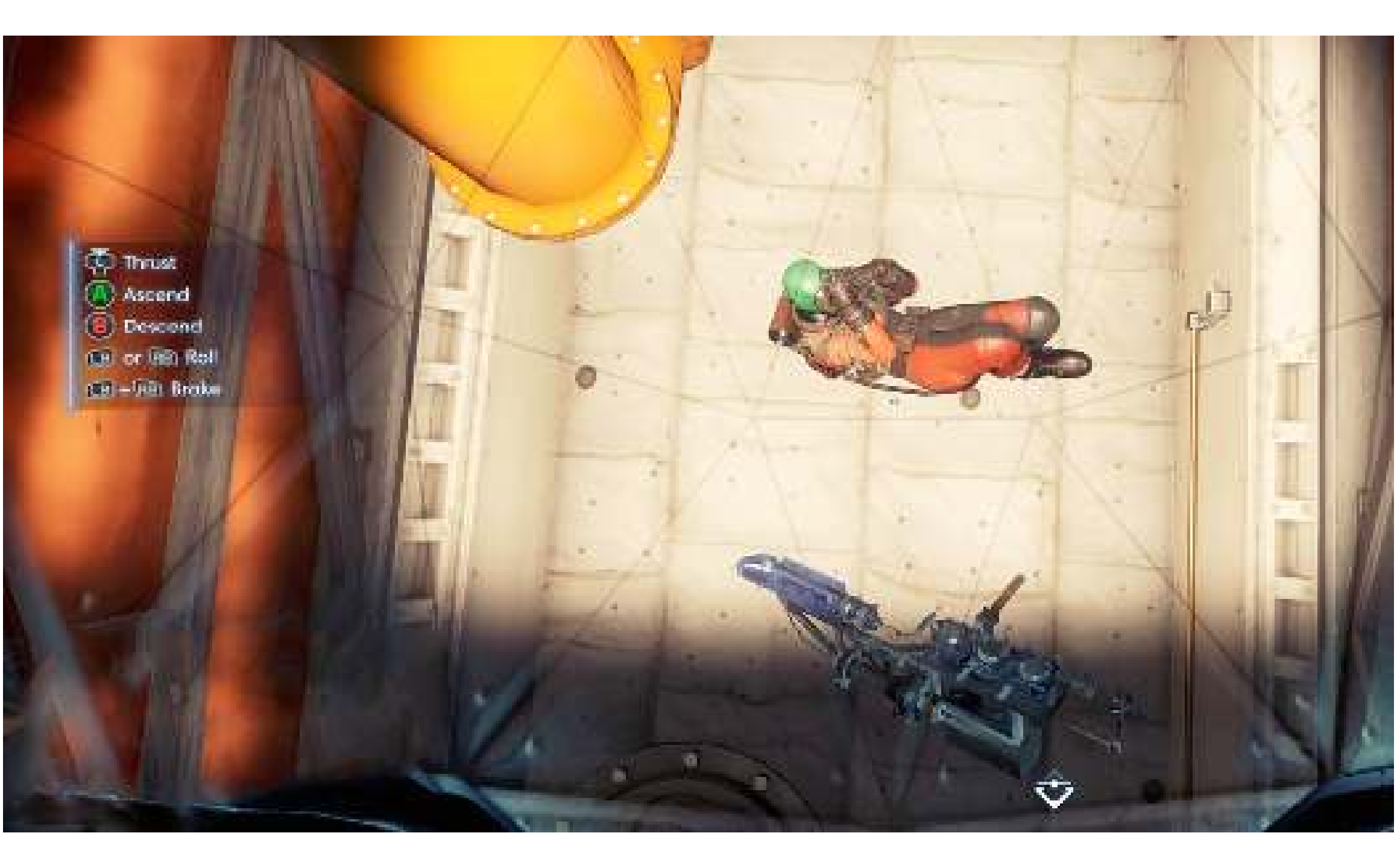
Before making a beeline for the Cargo Bay, consider investigating the hull breaches in Crew Quarters. The nearby hull breach leads to a decompressed portion of the habitation pods. Eliminate the corrupted Operators here then search the pods and neighboring medical bay for supplies including food, spare parts, and a Suit Chipset (Radiation Shielding) located in Tamiko Hayashi's pod.



A hull breach in the executive suites allows you to search suites belonging to board members and William & Cathy Yu—Alex and Morgan's parents. But watch out for a Technopath here wielding a turret. Toss an EMP Charge at the Technopath to disable its turret, then finish it off with your Q-Beam. Enter the suite directly across from William and Cathy Yu's. Inside there's a briefcase containing a Q-Beam Cell fabrication license and a Nullwave Transmitter.

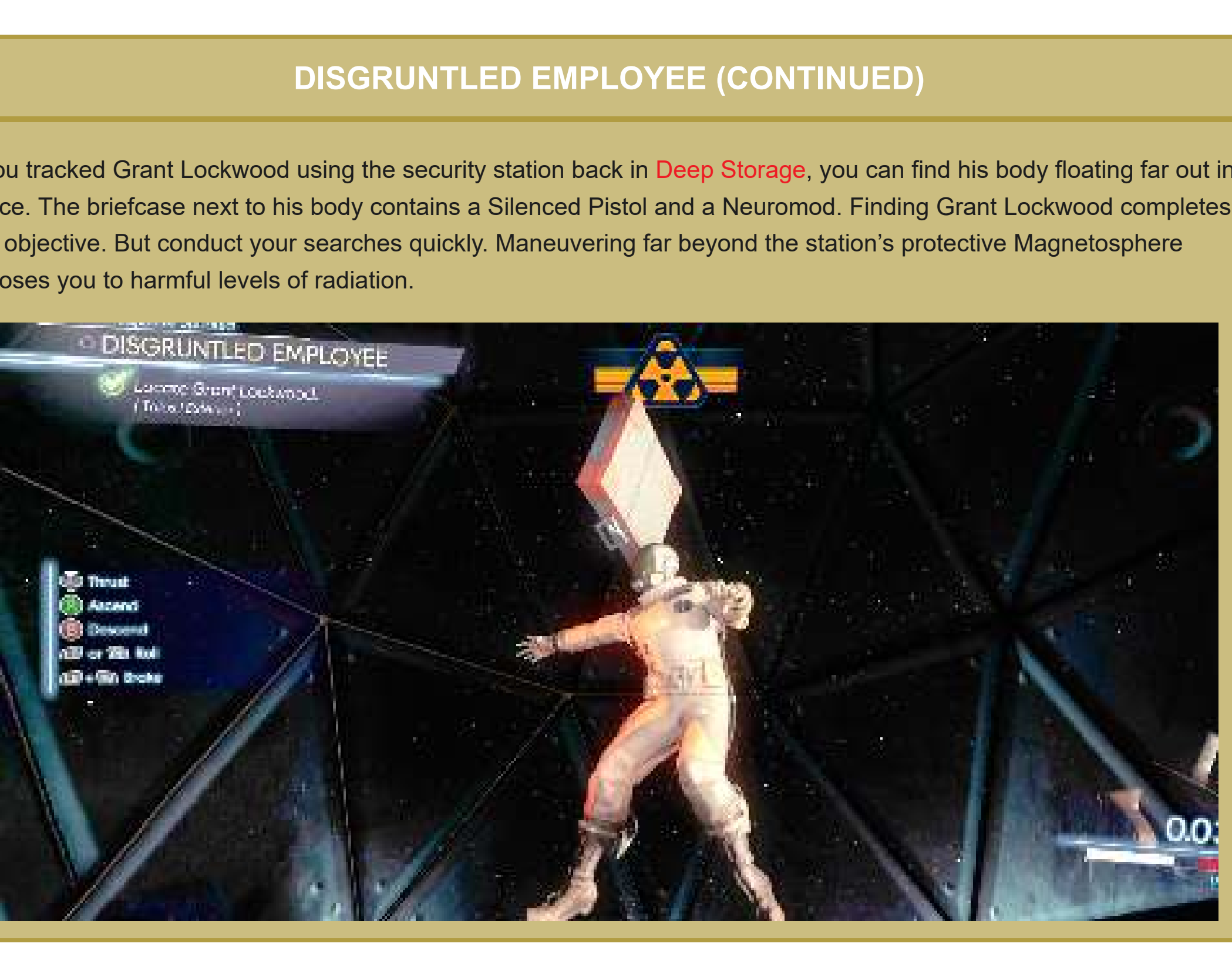


After exiting Crew Quarters, take a moment to explore Talos I's exterior for a couple of deceased crew members. As you pass the Lobby section, a green waypoint marker appears on the HUD, leading you to a human corpse. This area is patrolled by a Technopath so be ready to take it out, using an EMP Charge and your Q-Beam. Maneuver past an open panel to locate Mariana Arias' body with a Q-Beam floating nearby. Search her body to retrieve some supplies and a TranScribe. Listen to the recording (It's Just in My Head) found on the TranScribe to hear Mariana's last moments.



DISGRUNTLED EMPLOYEE (CONTINUED)

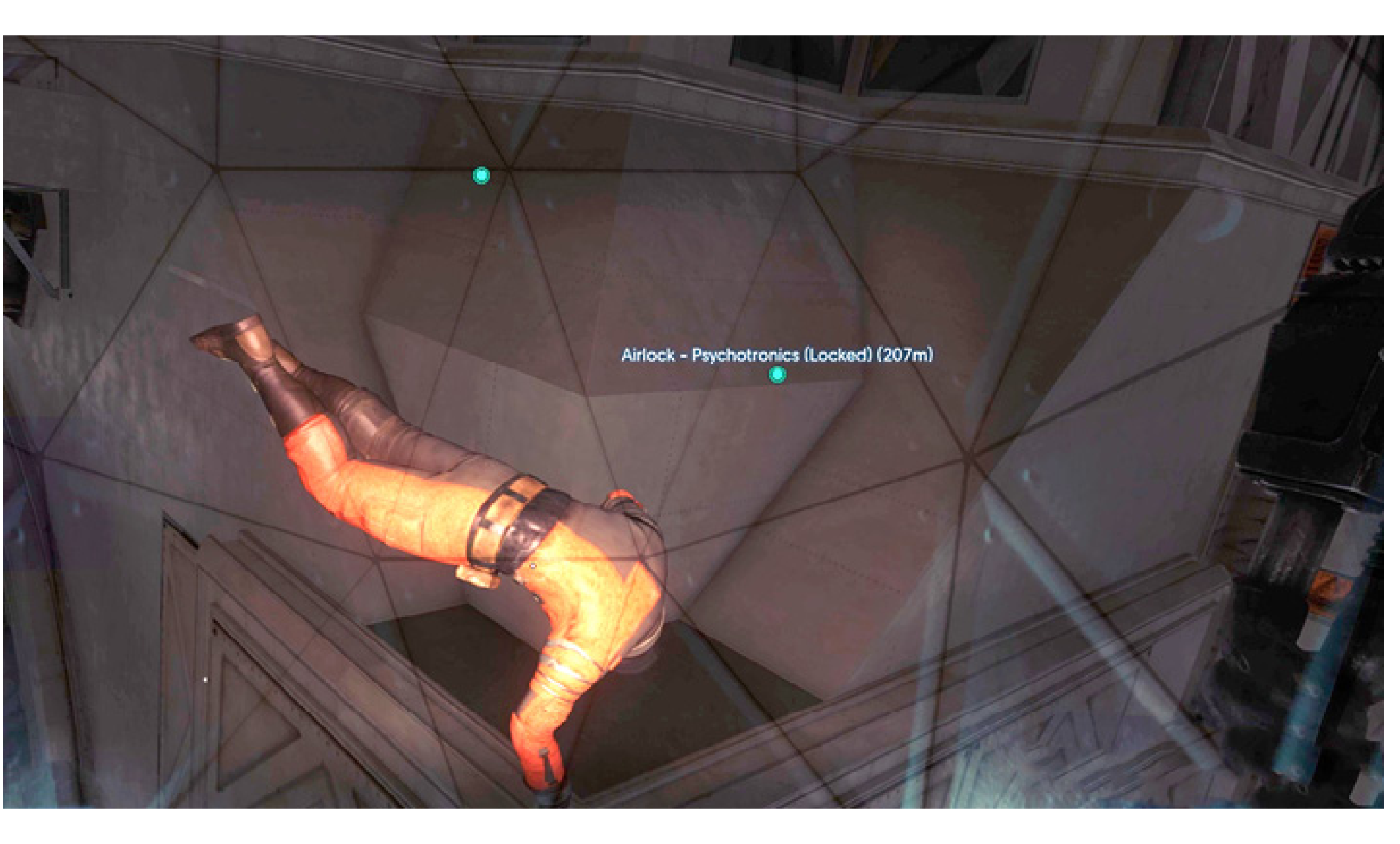
If you tracked Grant Lockwood using the security station back in Deep Storage, you can find his body floating far out in space. The briefcase next to his body contains a Silenced Pistol and a Neuromod. Finding Grant Lockwood completes this objective. But conduct your searches quickly. Maneuvering far beyond the station's protective Magnetosphere exposes you to harmful levels of radiation.



FARSCAN 002SI

Your stock Psychoscope has limited range, incapable of scanning threats at distances beyond a few meters. Consider equipping the FarScan 002Si Scope Chipset. This is particularly useful during spacewalks, allowing you to scan enemies long before they can detect you.

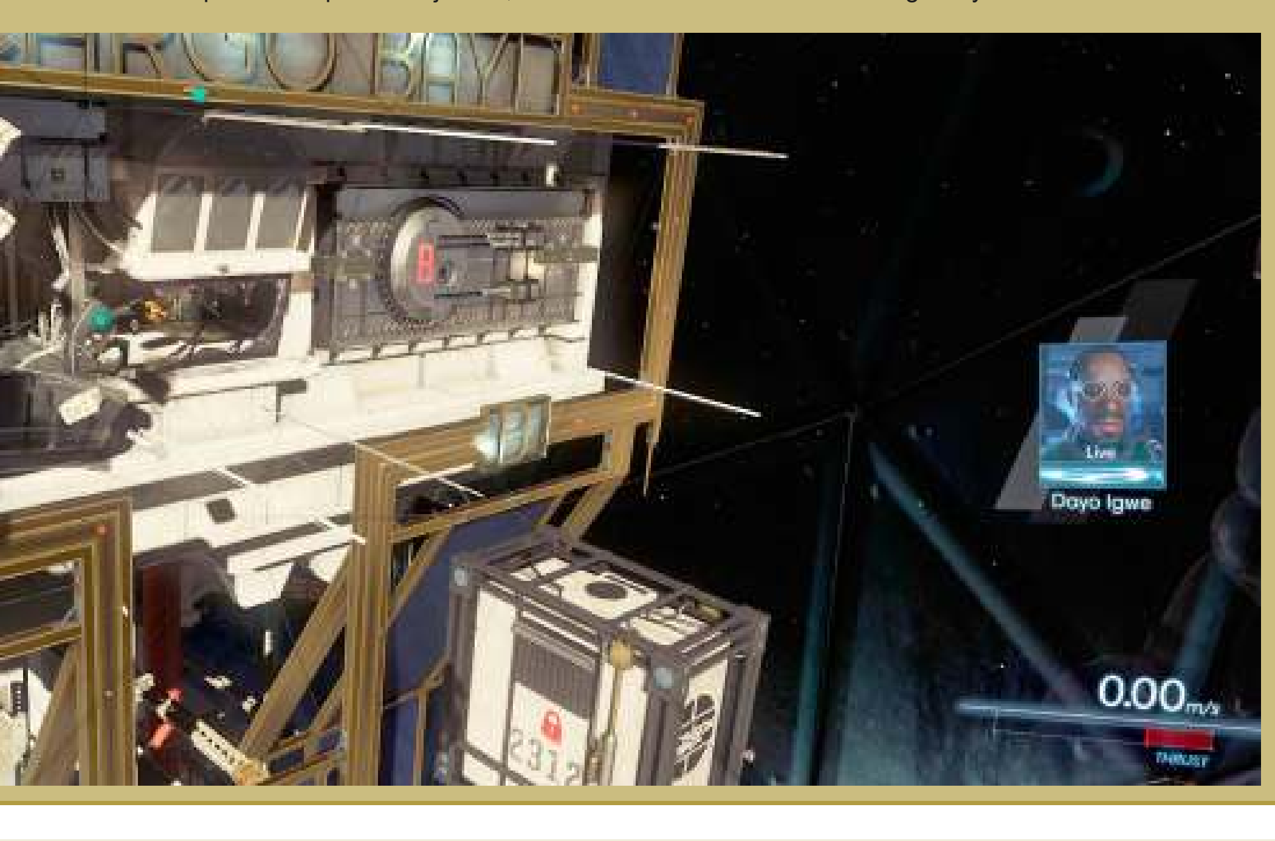
Another human corpse is floating outside the Shuttle Bay. Watch for another Telepath in this area and prepare to engage with EMP Charges and your Q-Beam. When the area is clear of threats, thrust toward the body to identify and search Mike Devlin. A red supply crate floating nearby contains a few supplies, including spare parts.



DOCTOR IGWE

Objective Summary: Doctor Igwe appears to be trapped inside a shipping container outside the Cargo Bay. If I can get the number of his container, I can use the Docking Terminal to return him to safety. I'll have to do it before oxygen runs out.

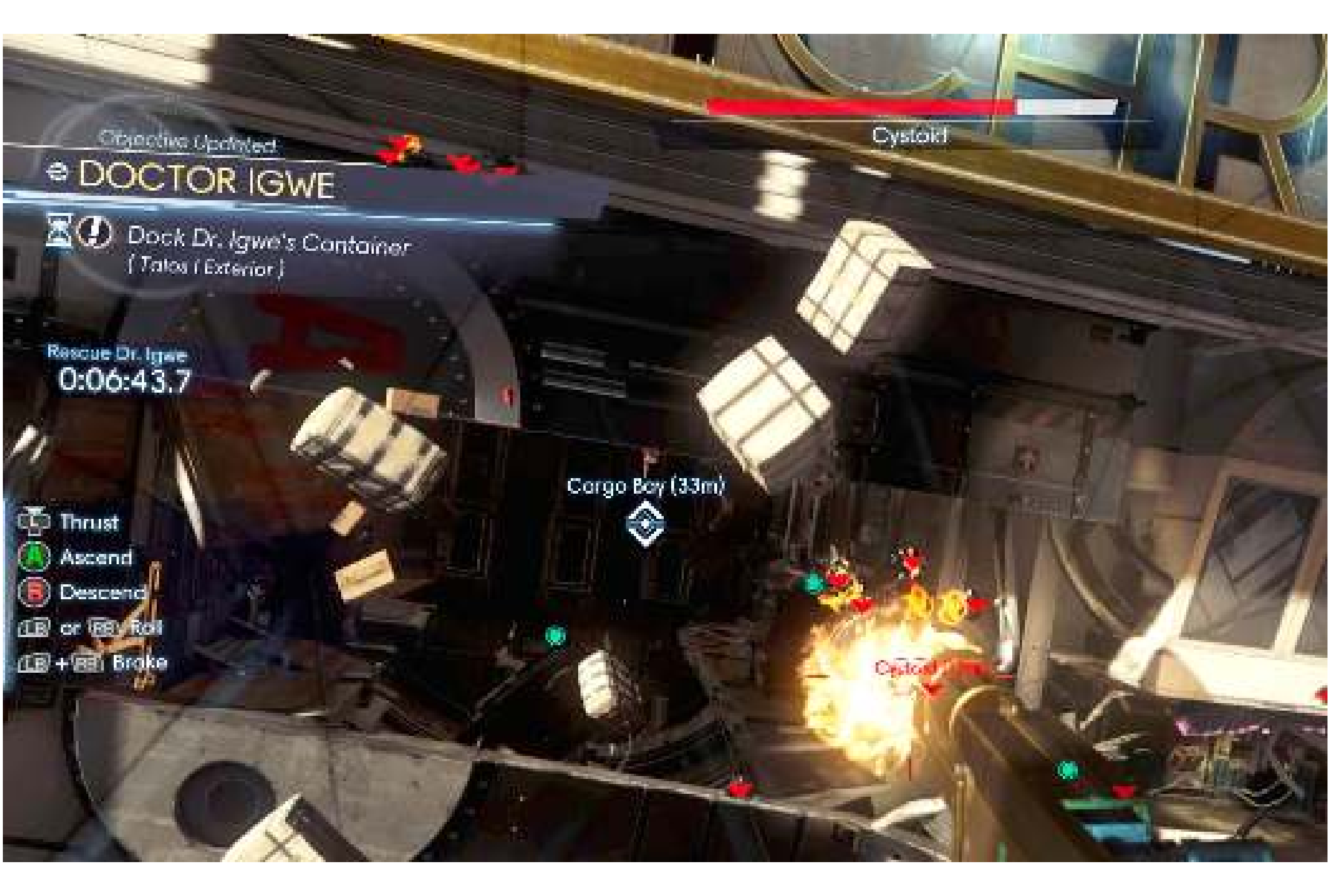
As you near the Cargo Bay, you're contacted by Dr. Igwe. He's trapped in a container floating outside the Cargo Bay and his oxygen supply is running low. Activate your flashlight and make note of the container's number: 2312. You only have seven minutes to complete this optional objective, so make haste and secure the Cargo Bay.



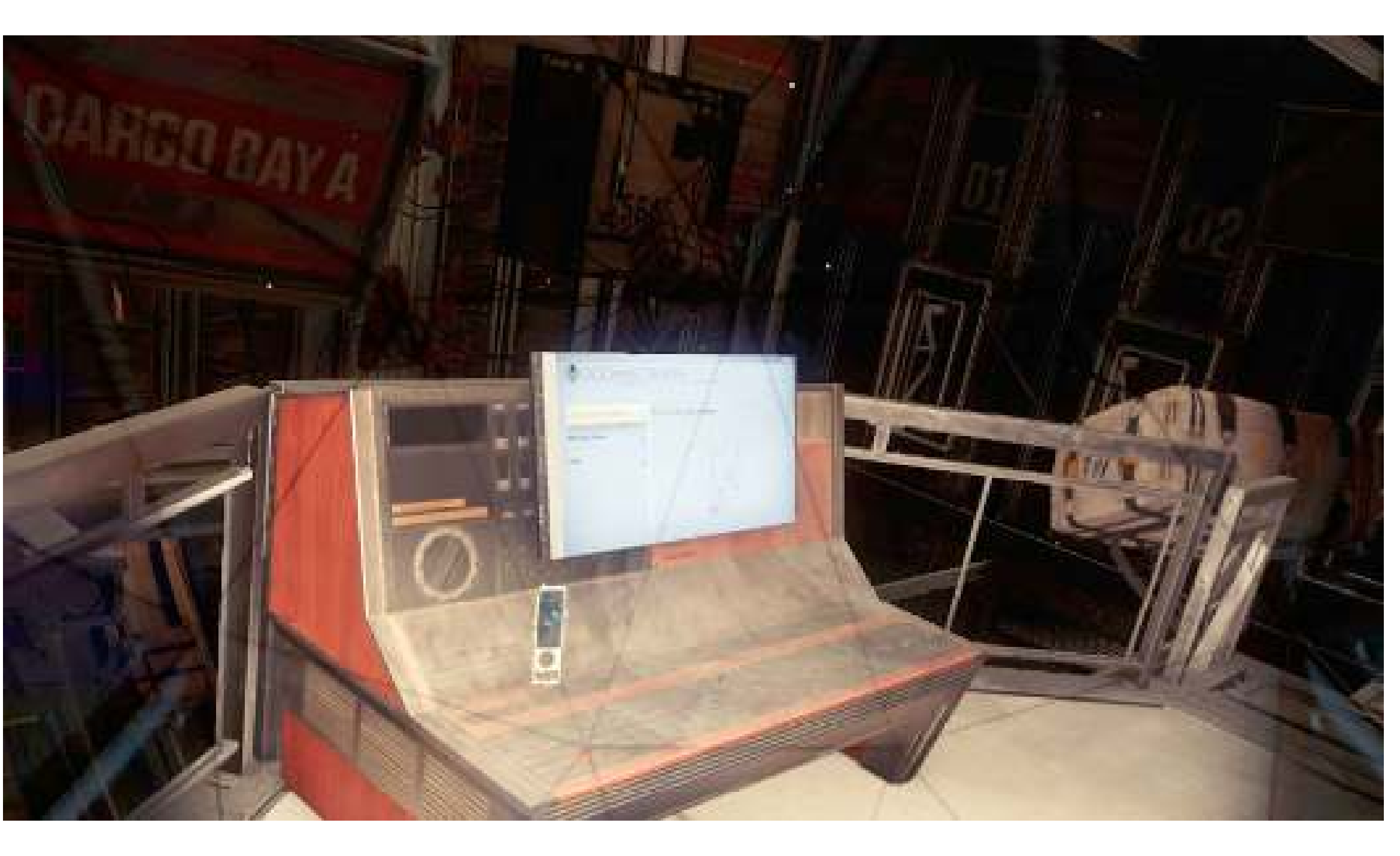
CARGO BAY A

Notable Items:	Suit Chipset	GLOO Cannon	EMP Charge	Weapon Upgrade Kit
	Shotgun	Disruptor Stun Gun	Portable Turret Fabrication License	Neuromod (3)

Thrust toward Cargo Bay A. An explosion has caused a massive hull breach, exposing this area to open space. Scan the interior for threats—multiple Cystoid Nests are attached to the walls and ceiling. Eliminate any Cystoid Nests and Cystoids that prevent you from safely entering. Upon accessing the Cargo Bay, Sarah Elazar contacts you again, informing you that there's no longer an airlock. She suggests manipulating the shipping containers via the Docking Terminal.

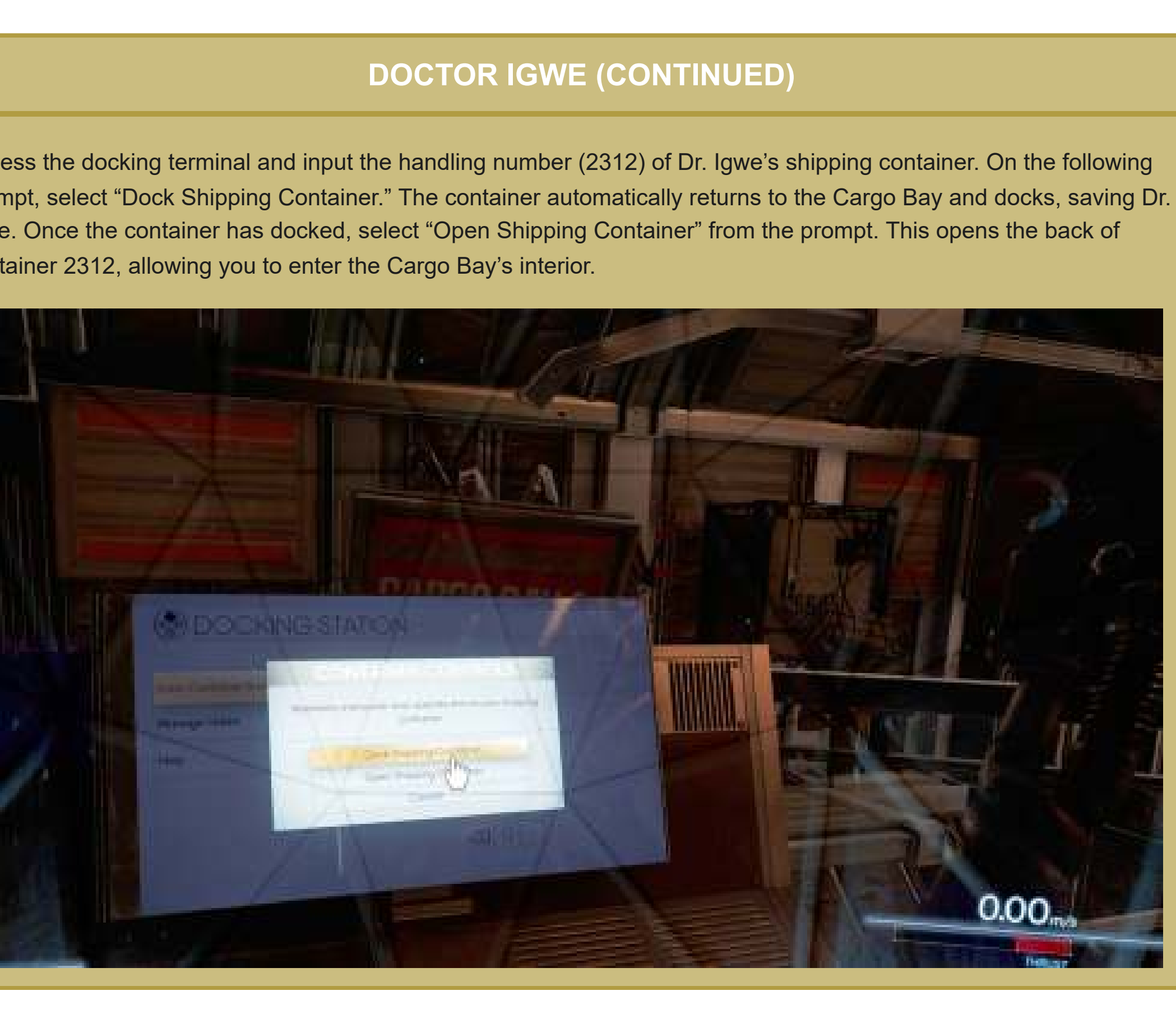


The docking terminal appears as a waypoint on your HUD. Maneuver toward this platform, careful to avoid contact with any Cystoids in the area. Grab Grant Lockwood's TranScribe next to the terminal and play the recording (Container Docking for Dummies) to get a quick primer on how shipping containers are docked. You'll need to follow these same steps to save Dr. Igwe.



DOCTOR IGWE (CONTINUED)

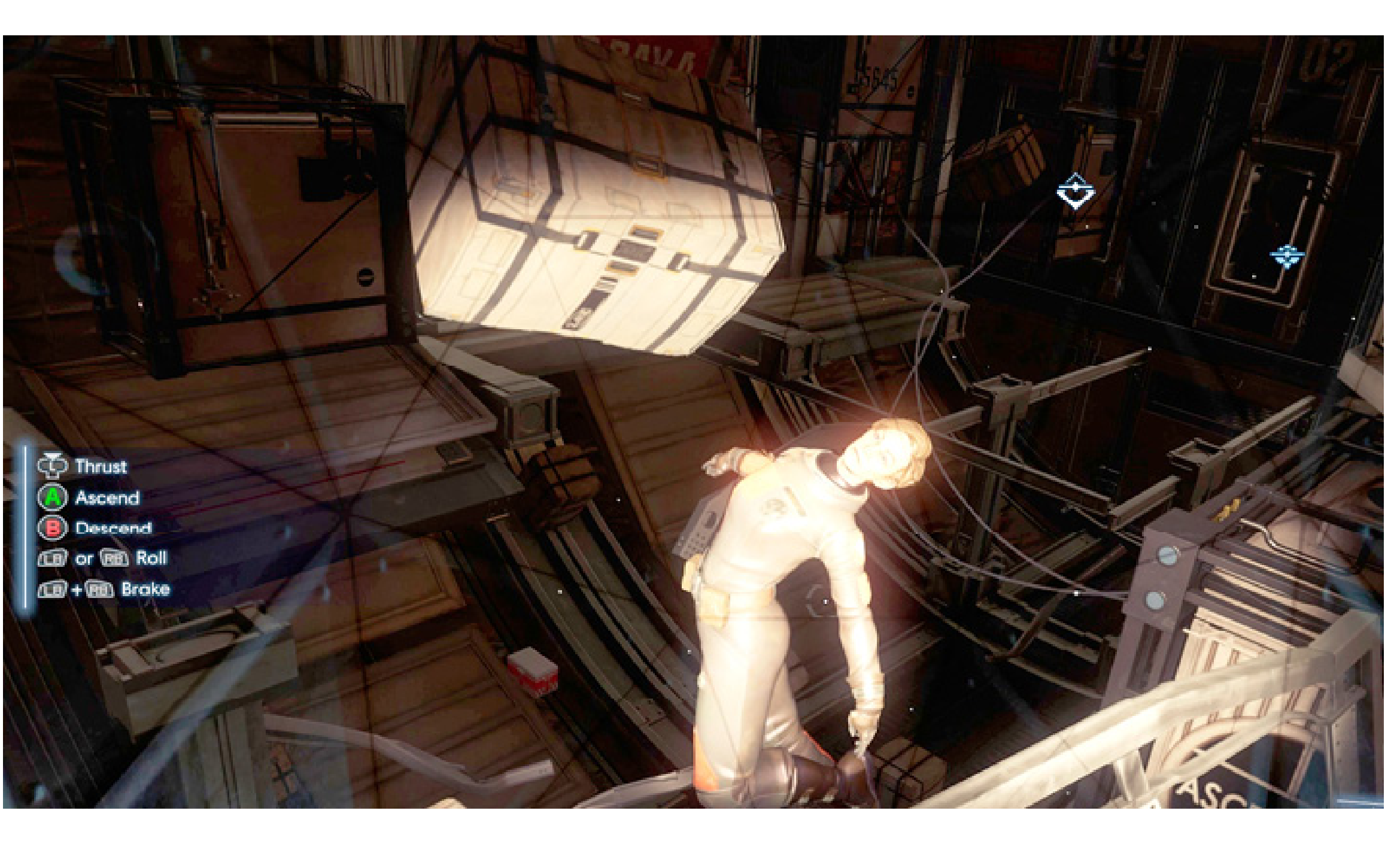
Access the docking terminal and input the handling number (2312) of Dr. Igwe's shipping container. On the following prompt, select "Dock Shipping Container." The container automatically returns to the Cargo Bay and docks, saving Dr. Igwe. Once the container has docked, select "Open Shipping Container" from the prompt. This opens the back of container 2312, allowing you to enter the Cargo Bay's interior.



DR. IGWE'S FATE

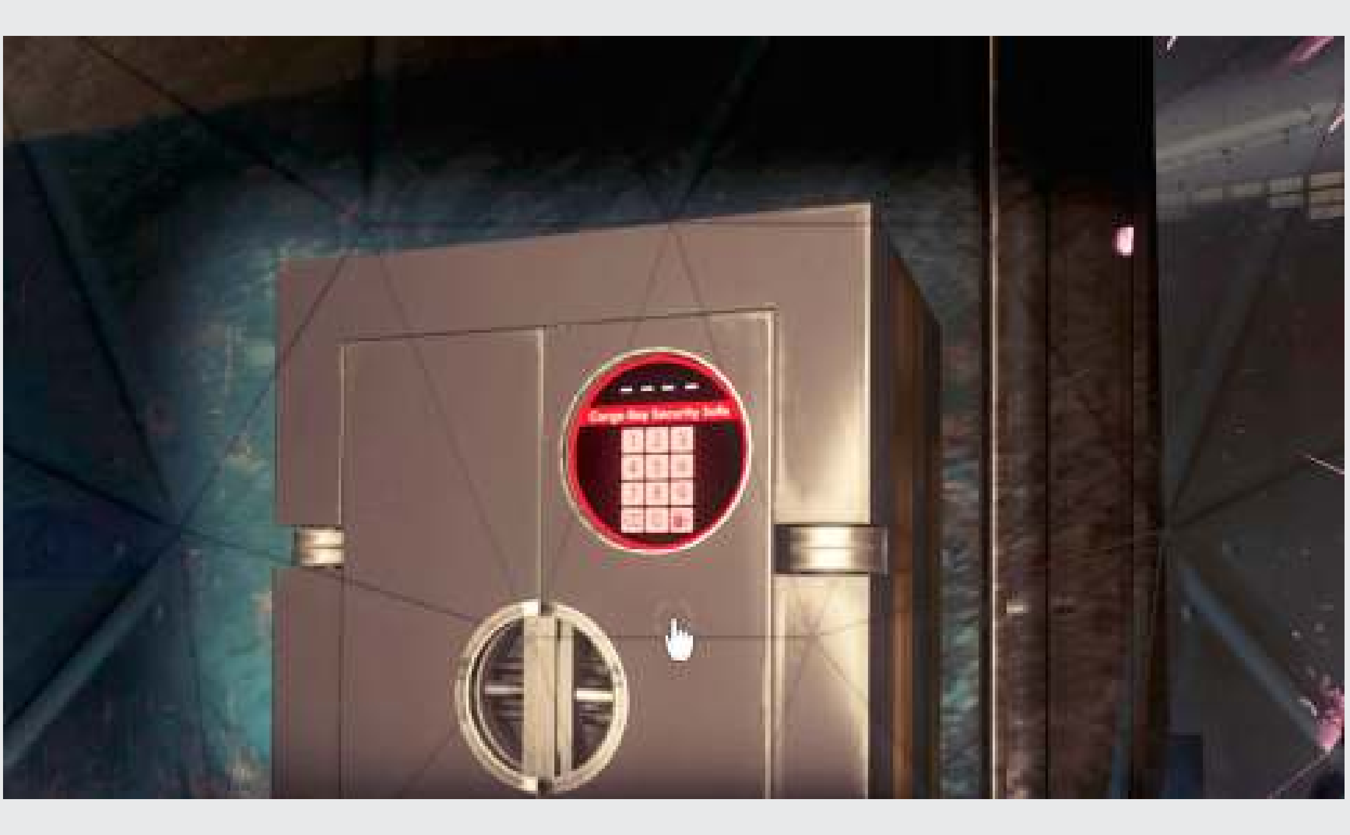
Dayo Igwe is an important character, so try to save him. If he survives, he grants you access to two critical optional objectives. However, if he dies, suffocating in the shipping container, you can retrieve his TranScribe to obtain a unique audio recording, Igwe's Last Words.

Before entering container 2312, take a moment to search Cargo Bay A. Three deceased crew members are floating nearby. Locate and search Jessica Wiley to retrieve a Suit Chipset and some spare parts. Tana Vale, floating just outside the Cargo Bay, has a GLOO Cannon and an EMP Charge. Riley Butler has a Weapon Upgrade Kit, a Shotgun, and a Disruptor Stun Gun. Also, don't forget to search the other shipping containers for ammo and supplies—container 5645 contains a Neuromod.

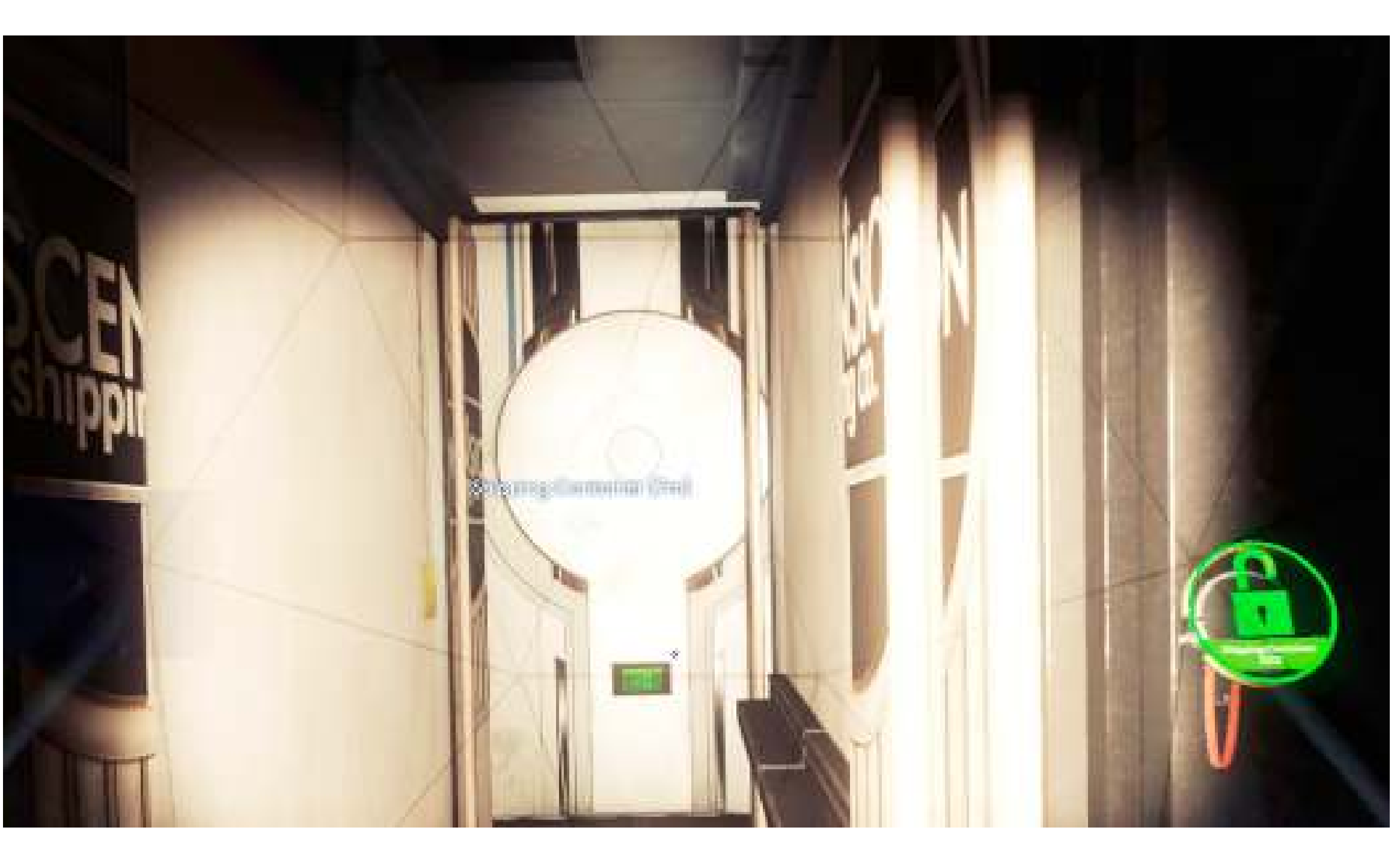


CARGO BAY SECURITY SAFE

This safe is located in the same room as Riley Butler's body. If you have the Hacking III ability, you can crack it now. Otherwise, you can open the safe later once Sarah Elazar gives you the keycode. Inside is a Portable Turret fabrication license as well as two Neuromods.



When you're finished exploring Cargo Bay A, approach container 2312, still docked. Open the door via the docking terminal or use the keycode Dr. Igwe sent after you rescued him. Enter the container and open the door to the Cargo Bay interior.

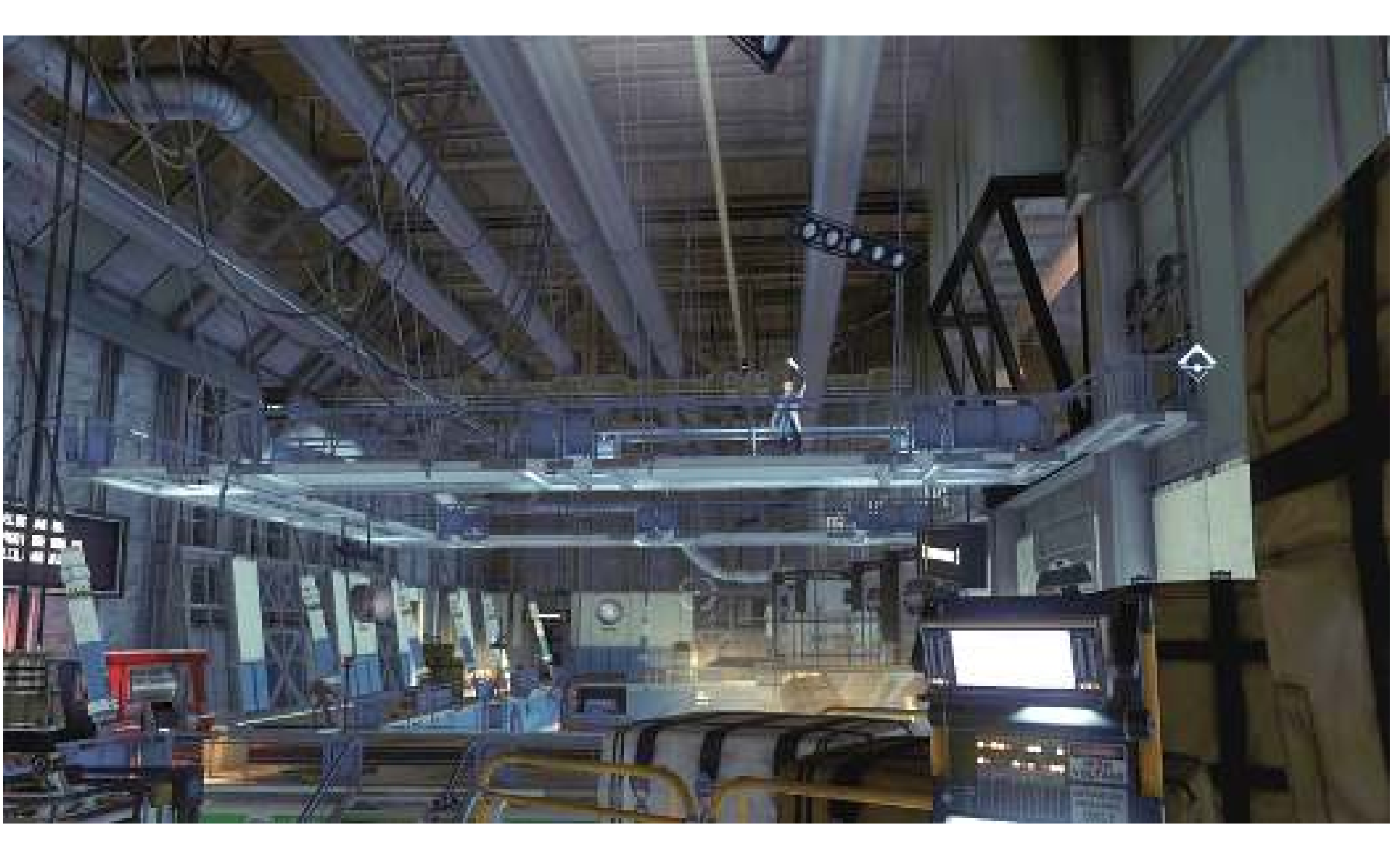


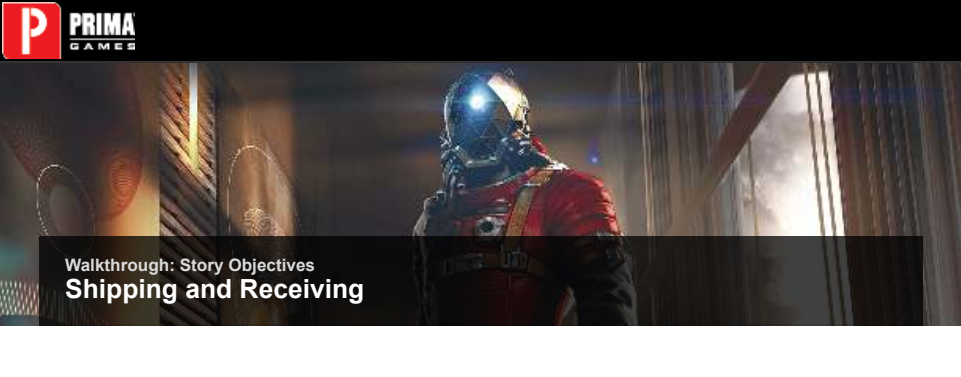
CARGO BAY

CARGO STAGING AREA

Notable Items:	Turret (2)

As you enter the Cargo Staging Area, security officer Austin Cool draws your attention from a distant catwalk. He warns that they can't open the main door due to the presence of several Phantoms in the area. He suggests finding a way to reach the catwalk. While the Phantoms wandering about may pose a threat to the station's security team, you have the firepower necessary to sanitize this area.





Walkthrough: Story Objectives

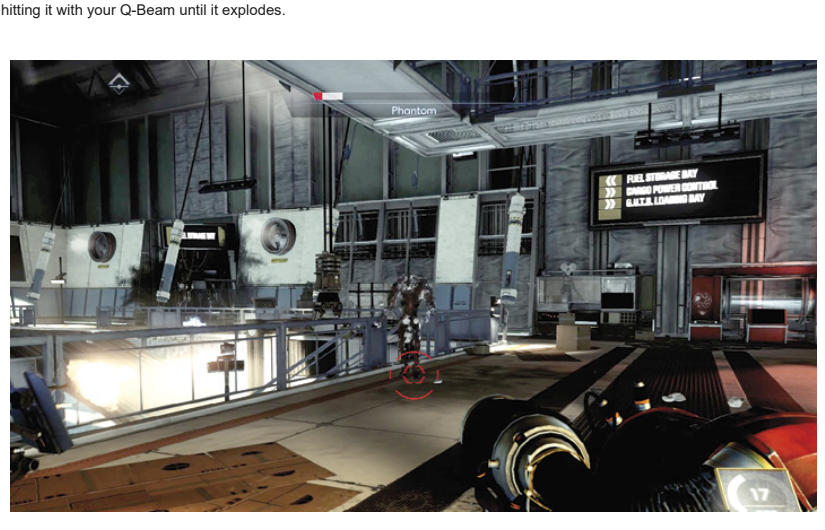
Shipping and Receiving

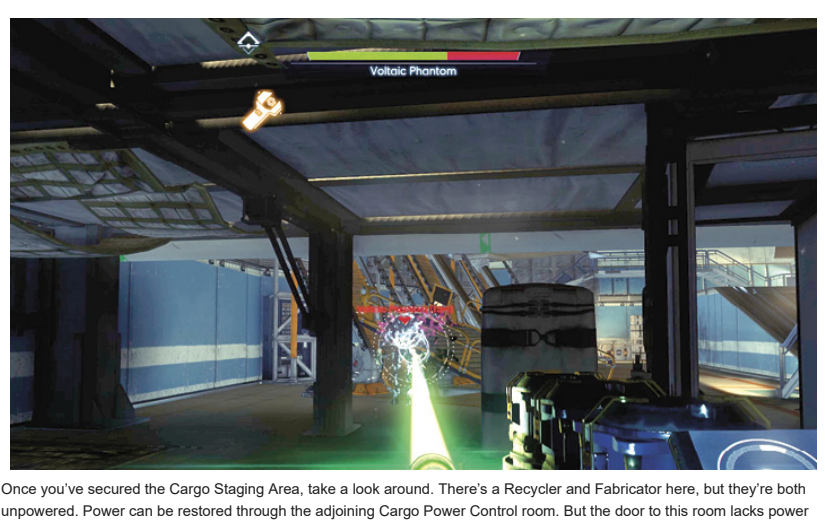
SHIPPING AND RECEIVING

I'm back in Talos I. I still need to get Alex's arming key away from him, but first I need to get through the Cargo Bay.

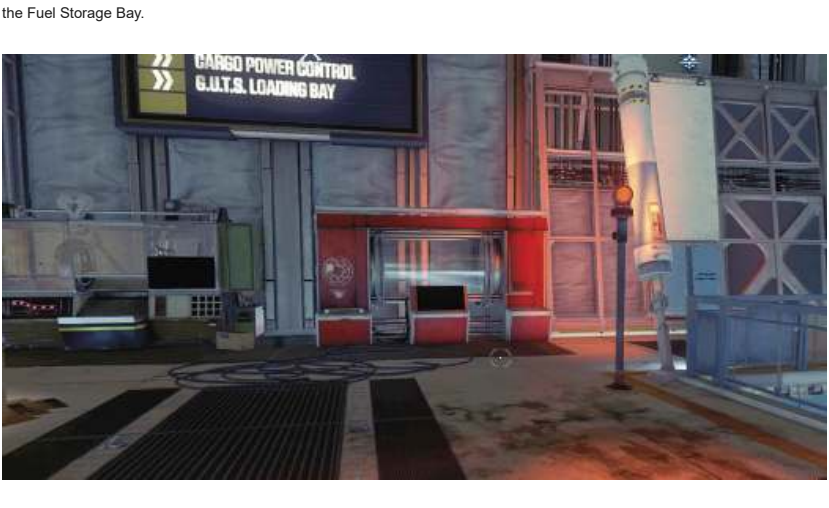
Enter shipping container 33 to obtain a turret. Stay low and sneak up the nearby steps, moving toward the large circular door. Austin Cool and several other security personnel have barricaded themselves behind this door. Here you find another turret, but it's damaged. Deploy the turret you're carrying and repair the damaged turret. Stay behind the two turrets and lure the Phantoms toward them. Immobilize the approaching Phantoms with your GLOO Cannon while the turrets pepper them with automatic fire.

A Voltaic Phantom is among the enemies in the Cargo Staging Area. Toss an EMP Charge at this threat, then follow up by hitting it with your Q-Beam until it explodes.



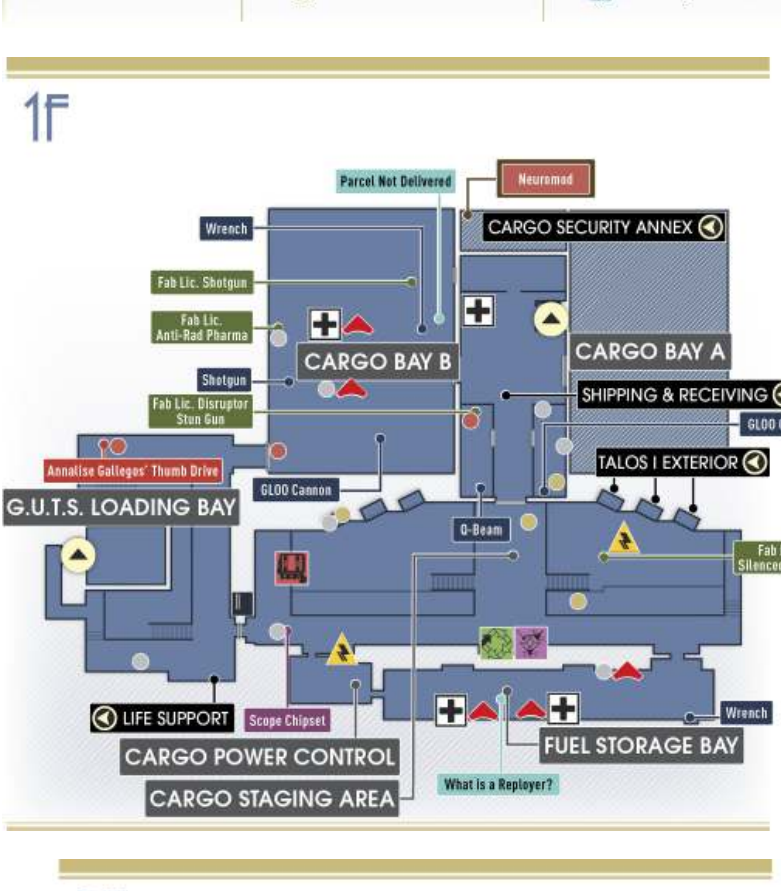


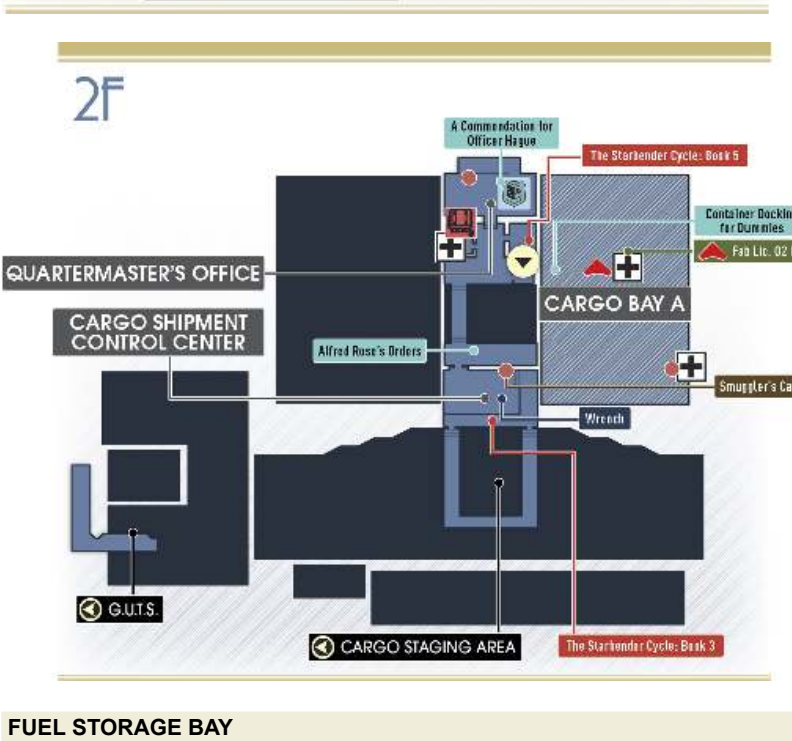
Once you've secured the Cargo Staging Area, take a look around. There's a Recycler and Fabricator here, but they're both unpowered. Power can be restored through the adjoining Cargo Power Control room. But the door to this room lacks power as well. However, it can be forced open if you possess the Leverage III ability. But there's another path inside, leading through the Fuel Storage Bay.



MAP LEGEND

● Audio Recording	● Weapon Upgrade Kit	✚ Medkit
● Chipset	Fabricator	Object Above/Below
● Neuromod	▲ Grav Shaft	Operator Dispenser
● Safe	Keycard	Recycler
● Turret	◀ Level Transition	Security Station

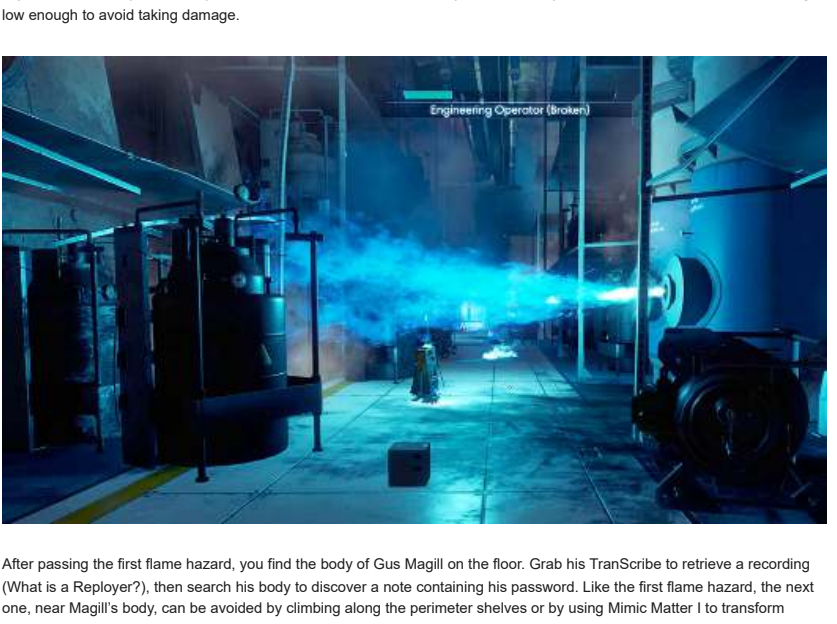



2F
A Commendation for Officer Hague
The Starbender Cycle: Book 5
Container Docking for Dummies
Fab Lic. O2 Bottle
QUARTERMASTER'S OFFICE
CARGO BAY A
CARGO SHIPMENT CONTROL CENTER
Alfred Rose's Orders
Smuggler's Cache
Wrench
G.U.T.S.
CARGO STAGING AREA
The Starbender Cycle: Book 3

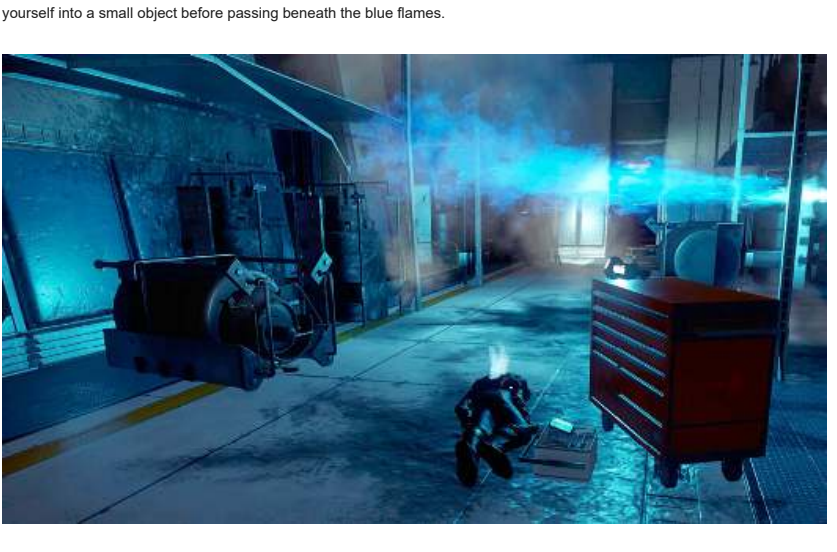
FUEL STORAGE BAY

Notable Items:
Audio Recording: What is a Reployer?
Password: Gus Magill
EMP Charge Fabrication License
Suit Chipset

Judging by all the flames and dead bodies, it appears some sort of accident occurred here. This corridor is blocked by blue flames spewing through cylindrical canisters—even your GLOO Cannon can't put out these flames. You can bypass these flames by climbing along the shelves flanking the corridor. Or you can use Mimic Matter I and transform yourself into a small object—this allows you to safely pass beneath the flames. Whatever you do, don't try to crawl under the flames. You can't get low enough to avoid taking damage.

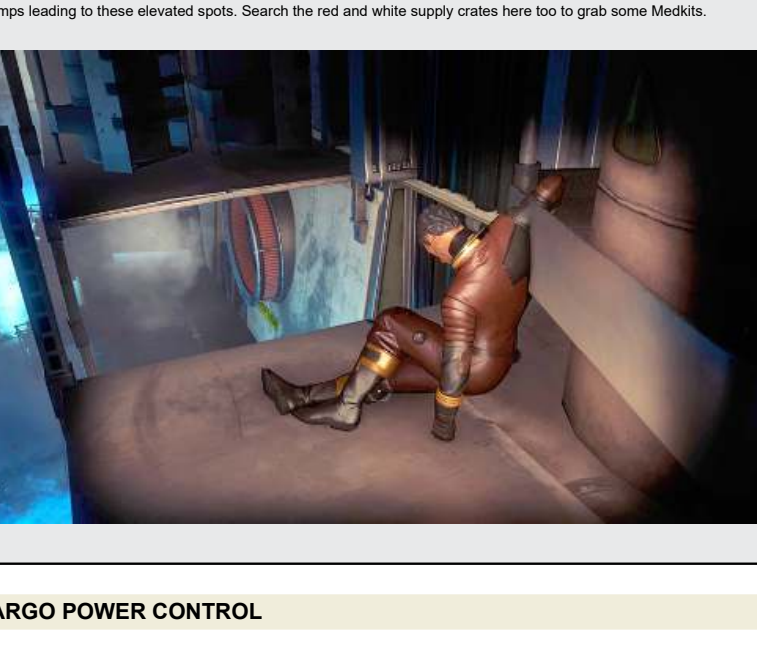


After passing the first flame hazard, you find the body of Gus Magill on the floor. Grab his TranScribe to retrieve a recording (What is a Reployer?), then search his body to discover a note containing his password. Like the first flame hazard, the next one, near Magill's body, can be avoided by climbing along the perimeter shelves or by using Mimic Matter I to transform yourself into a small object before passing beneath the blue flames.



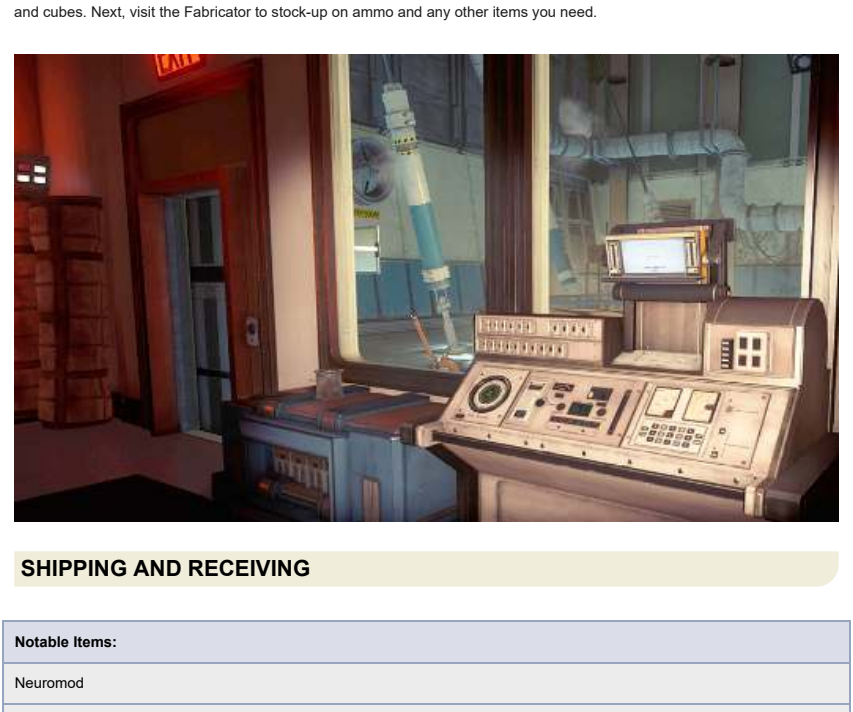
FUEL STORAGE BAY VICTIMS

In addition to Gus Magill, there are two other victims located in the Fuel Storage Bay. Diane Washington's body is slumped over a raised platform near the entrance. Gerald Wildman's body is located on a high shelf, near the entrance to Cargo Power Control. Search Wildman's body to obtain an EMP Charge fabrication license and a Suit Chipset. You'll need to climb the shelves in this area to reach these bodies. If necessary, use your GLOO Cannon to create makeshift ramps leading to these elevated spots. Search the red and white supply crates here too to grab some Medkits.



CARGO POWER CONTROL

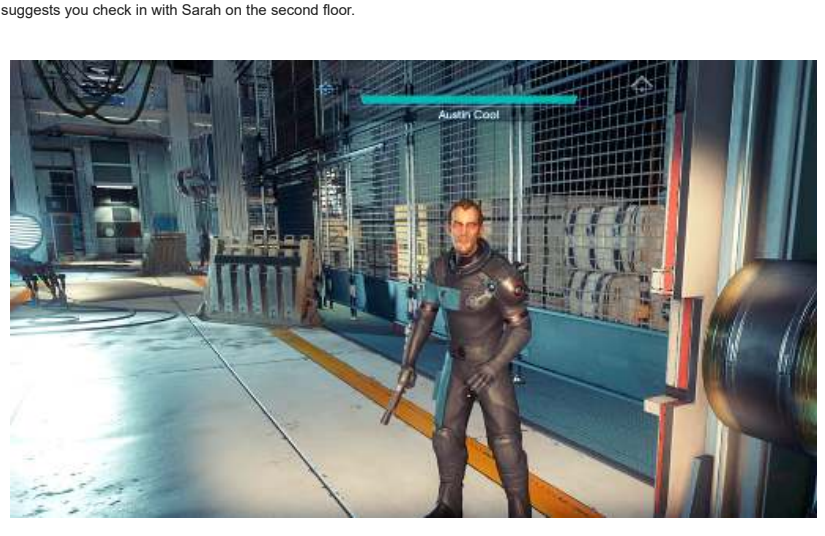
There's a Greater Mimic hiding inside this dark room, so enter with caution and be ready to fight. Once you've dealt with the Greater Mimic, interact with the power kiosk to restore power to Cargo Bay A. The Recycler and Fabricator are now back online. Return to the Cargo Staging Area and use the Recycler to transform any junk you're carrying into material fragments and cubes. Next, visit the Fabricator to stock-up on ammo and any other items you need.

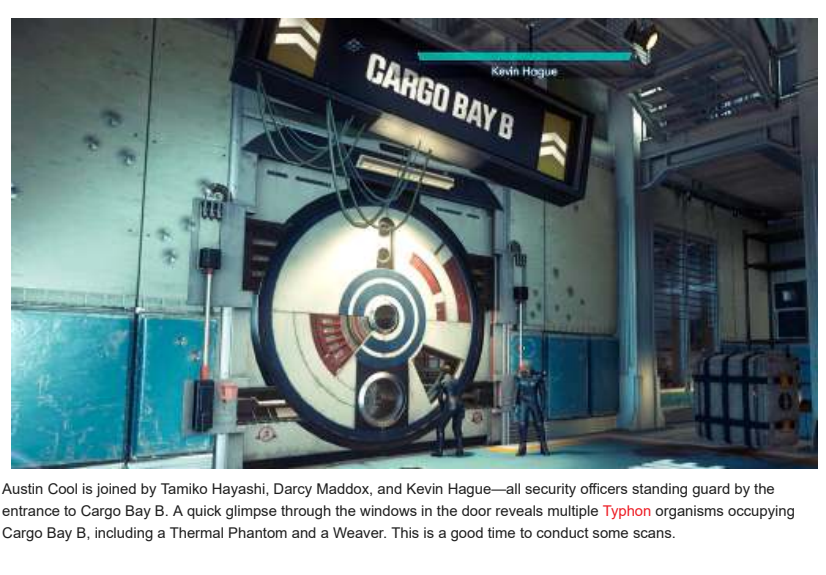


SHIPPING AND RECEIVING

Notable Items:
Neuromod
Keycard: Cargo Loading Access 01
Password: Gus Magill
GLOO Cannon
Weapon Upgrade Kit
Q-Beam
Typhon Lure (2)
Disruptor Stun Gun Fabrication License
Audio Recording: Austin Cool's Orders
Turret
The Starbender Cycle: Book 5

Approach the large door leading into Shipping and Receiving. Now that you've cleared the Cargo Staging Area of Typhon, Austin Cool is willing to open the door. Sarah Elazar's security forces have holed up in the Cargo Bay since the containment breach. Many of them complain that their standard-issue pistols are no match for the Typhon threats they've faced. Austin suggests you check in with Sarah on the second floor.



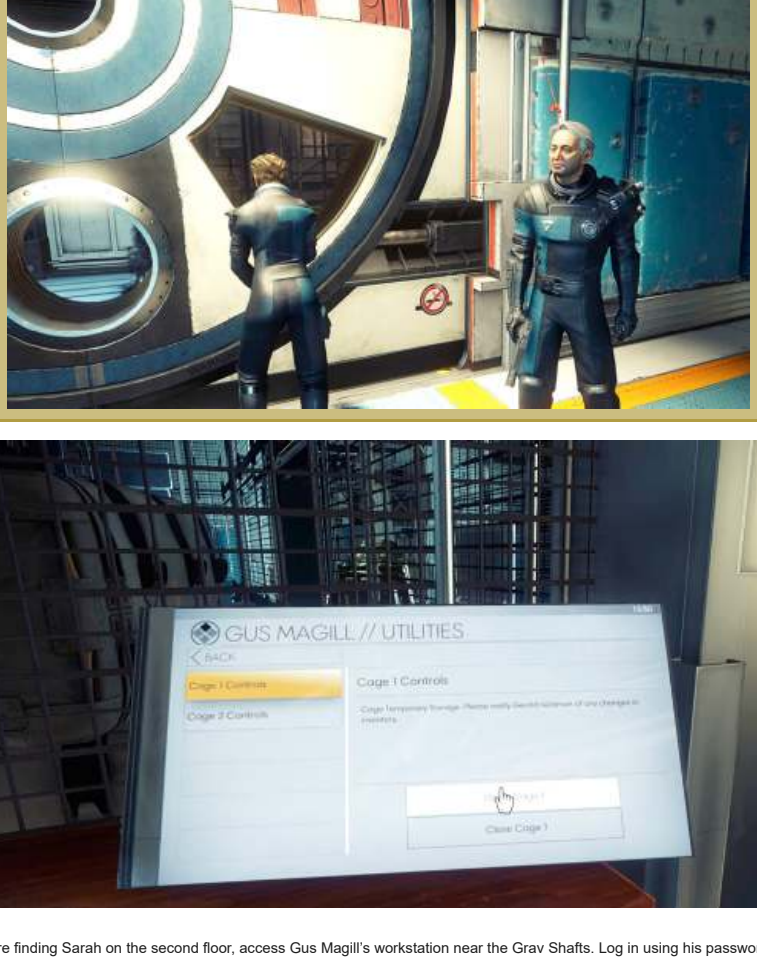


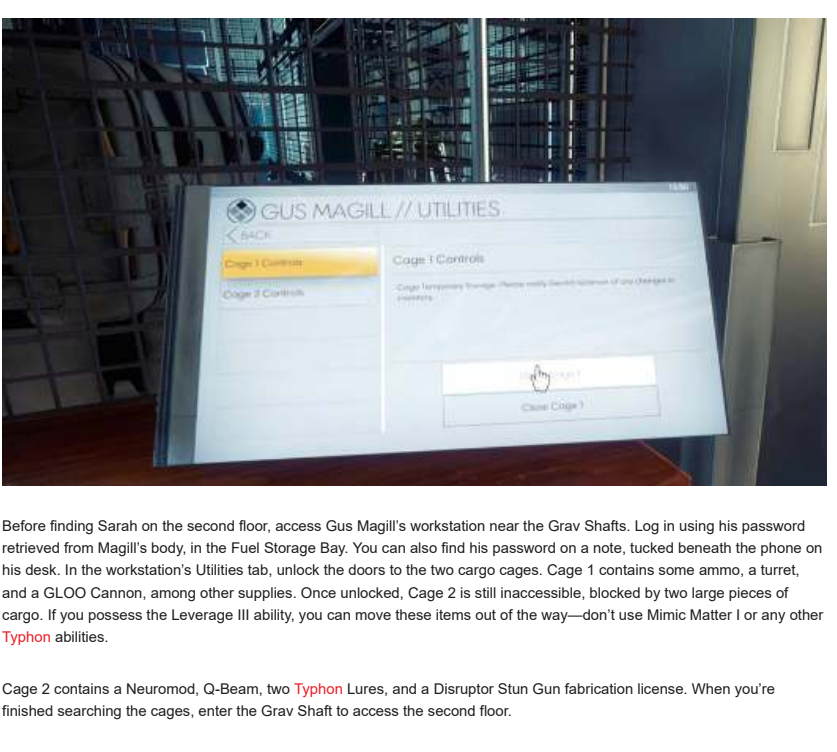
Austin Cool is joined by Tamiko Hayashi, Darcy Maddox, and Kevin Hague—all security officers standing guard by the entrance to Cargo Bay B. A quick glimpse through the windows in the door reveals multiple Typhon organisms occupying Cargo Bay B, including a Thermal Phantom and a Weaver. This is a good time to conduct some scans.

WITH THIS RING...

Objective Summary: Security Officer Kevin Hague asked me to watch out for his missing wife Nicole. She went to retrieve a wedding ring when the chaos started. She's supposed to be somewhere around Crew Quarters, but I could use a security station to track her down if I have trouble. Maybe I can find her or some evidence that I located her.

If you speak to Kevin Hague, he asks that you search for his wife, Nicole Hague. He says she was in Crew Quarters. You already encountered Nicole in the Executive Suites—she was one of the Phantoms in the guest suite. If you retrieved the wedding ring from Nicole's remains, hand it over to Kevin to complete this optional objective. It's important you speak to Kevin before opening the door to Cargo Bay B. He may die during the ensuing chaos, making it impossible to complete this objective.





Before finding Sarah on the second floor, access Gus Magill's workstation near the Grav Shafts. Log in using his password retrieved from Magill's body, in the Fuel Storage Bay. You can also find his password on a note, tucked beneath the phone on his desk. In the workstation's Utilities tab, unlock the doors to the two cargo cages. Cage 1 contains some ammo, a turret, and a GLOO Cannon, among other supplies. Once unlocked, Cage 2 is still inaccessible, blocked by two large pieces of cargo. If you possess the Leverage III ability, you can move these items out of the way—don't use Mimic Matter I or any other Typhon abilities.

Cage 2 contains a Neuromod, Q-Beam, two Typhon Lures, and a Disruptor Stun Gun fabrication license. When you're finished searching the cages, enter the Grav Shaft to access the second floor.

TYPHON ABILITIES

While it may be tempting, don't use Typhon abilities in the presence of Talos I security personnel. They'll immediately open fire. They're already suspicious of you and Alex.

QUARTERMASTER'S OFFICE

Notable Items:
Neuromod (4)
Audio Recording: A Commendation for Officer Hague
Recycler Charge Fabrication License
Recycler Charge
Password: Cargo Bay Security Safe

After exiting the Grav Shaft, turn right to approach the Quartermaster's Office. Along the way, consider making a detour into the Medical Bay to retrieve some medical supplies. You can also deploy a Medical Operator if you need to heal. The supply room across from the Medical Bay contains some random junk and Book 5 in The Starbender Cycle series. Enter the Quartermaster's Office and speak to Sarah Elazar. She's grateful for your assistance, but is uncertain of your motives. Still, she could use your help in securing Cargo Bay B. If you didn't hack the safe in Cargo Bay A, she supplies you with the password so you can retrieve the Portable Turret fabrication license.

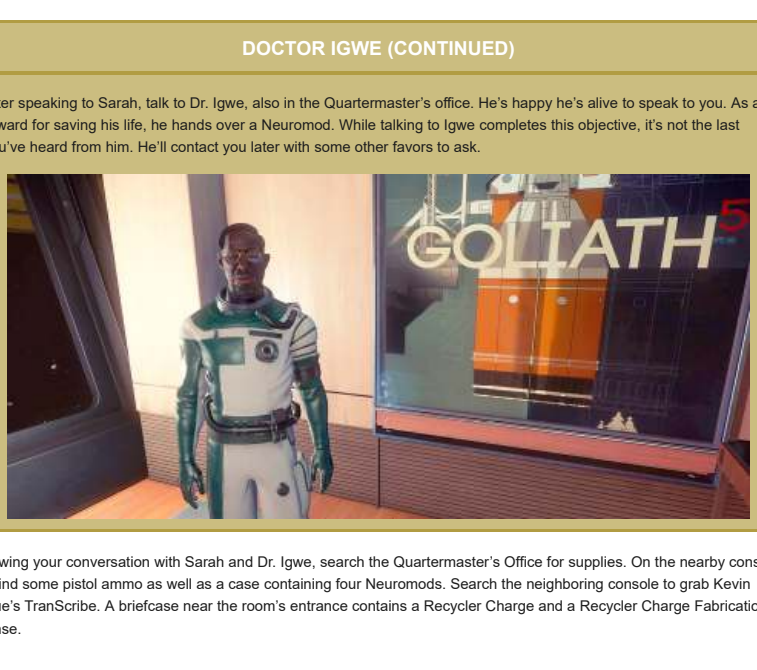
CARGO BAY DEFENSES

Objective Summary: Sarah Elazar and her officers are pinned down in the Cargo Bay. If I set them up turrets in the loading zone next to the Cargo Bay B door, she'll open it for me, trusting the turrets to keep them safe. There's a fabrication plan for turrets nearby and a fabricator here that needs power restored before I can manufacture any. Or maybe I can find some turrets already made if I search through all the cargo here.

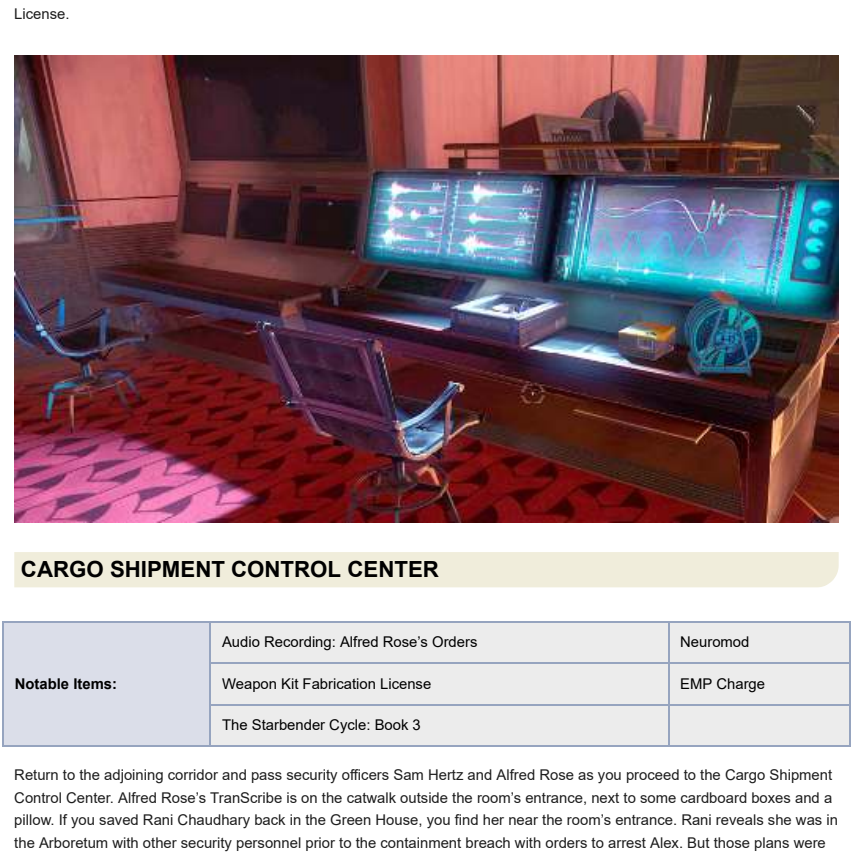
Having already restored power to the Fabricator, you've partially completed this objective. Next, you need to gather three turrets and deploy them in front of the door leading to Cargo Bay B. But take some time to explore the second floor before resuming this objective.

DOCTOR IGWE (CONTINUED)

After speaking to Sarah, talk to Dr. Igwe, also in the Quartermaster's office. He's happy he's alive to speak to you. As a reward for saving his life, he hands over a Neuromod. While talking to Igwe completes this objective, it's not the last you've heard from him. He'll contact you later with some other favors to ask.



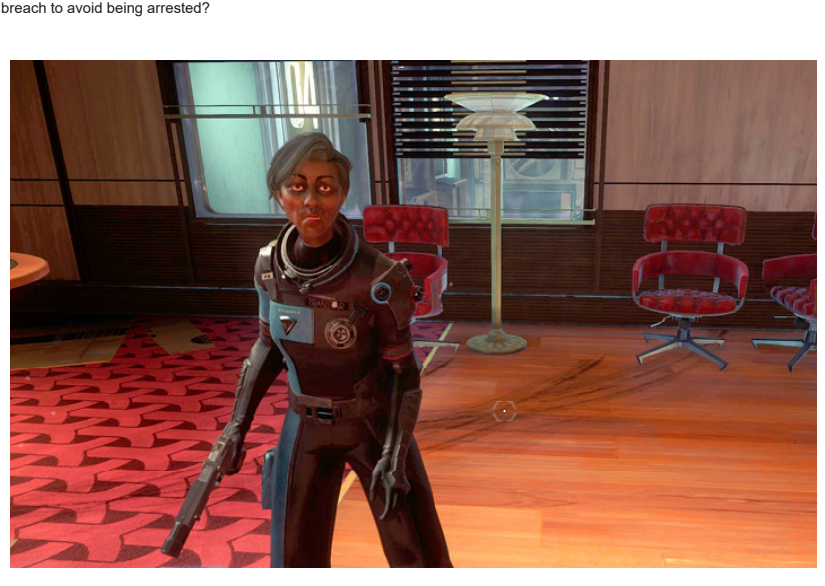
Following your conversation with Sarah and Dr. Igwe, search the Quartermaster's Office for supplies. On the nearby console you find some pistol ammo as well as a case containing four Neuromods. Search the neighboring console to grab Kevin Hague's TranScribe. A briefcase near the room's entrance contains a Recycler Charge and a Recycler Charge Fabrication License.



CARGO SHIPMENT CONTROL CENTER

Notable Items:	Audio Recording: Alfred Rose's Orders	Neuromod
	Weapon Kit Fabrication License	EMP Charge
	The Starbender Cycle: Book 3	

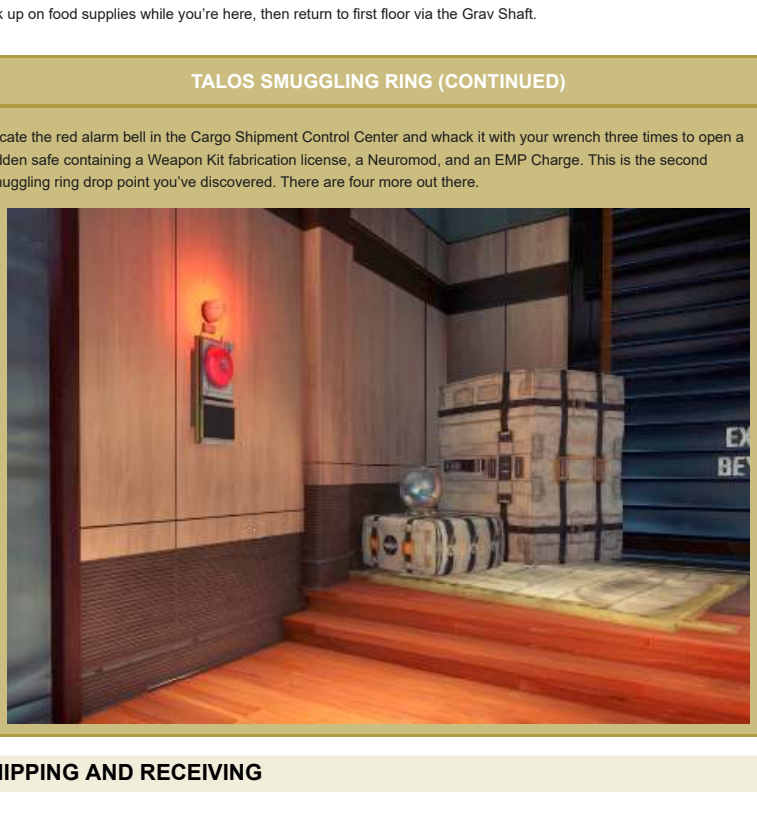
Return to the adjoining corridor and pass security officers Sam Hertz and Alfred Rose as you proceed to the Cargo Shipment Control Center. Alfred Rose's TranScribe is on the catwalk outside the room's entrance, next to some cardboard boxes and a pillow. If you saved Rani Chaudhary back in the Green House, you find her near the room's entrance. Rani reveals she was in the Arboretum with other security personnel prior to the containment breach with orders to arrest Alex. But those plans were set aside when Typhon spread throughout Talos I. Was Sarah planning some sort of a coup? Did Alex trigger the containment breach to avoid being arrested?



Ekaterina Mulsaev sits on the floor nearby, seemingly in a daze. She was in the Fuel Storage Bay when a fire broke out. Officer Rose pulled her from the flames but couldn't save her coworkers—they're all dead. According to Ekaterina, all the station's escape pods malfunctioned at the time of the Typhon containment breach. After talking to Ekaterina, read some emails on Gerald Wildman's workstation, which has Book 3 in The Starbender Cycle series next to it. Apparently a hazardous shipment of Chlorine Trifluoride recently arrived in the Cargo Bay. Perhaps this was a factor in the Cargo Bay A explosion? Stock up on food supplies while you're here, then return to first floor via the Grav Shaft.

TALOS SMUGGLING RING (CONTINUED)

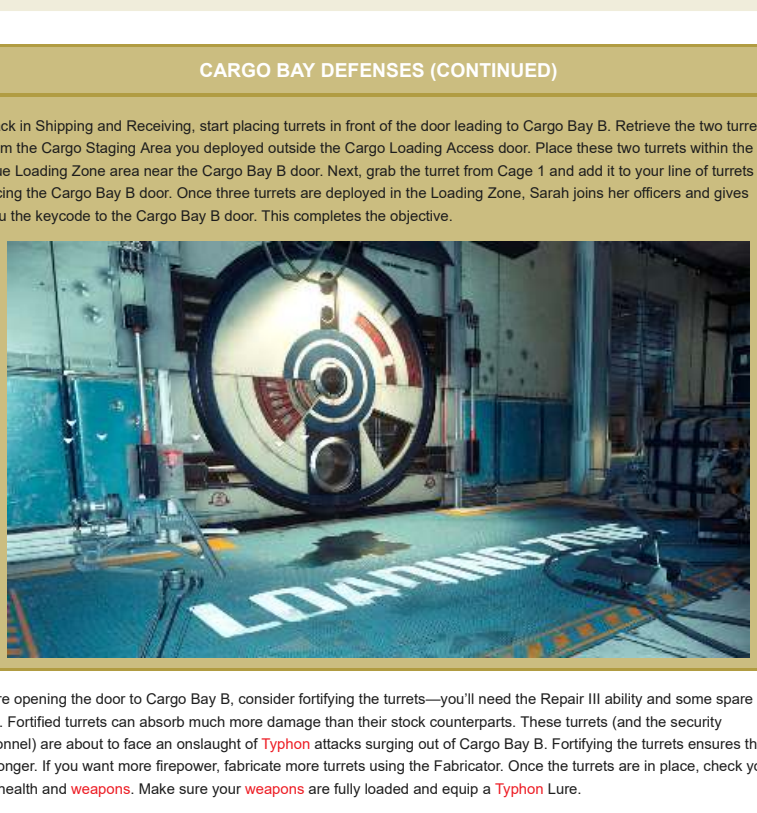
Locate the red alarm bell in the Cargo Shipment Control Center and whack it with your wrench three times to open a hidden safe containing a Weapon Kit fabrication license, a Neuromod, and an EMP Charge. This is the second smuggling ring drop point you've discovered. There are four more out there.



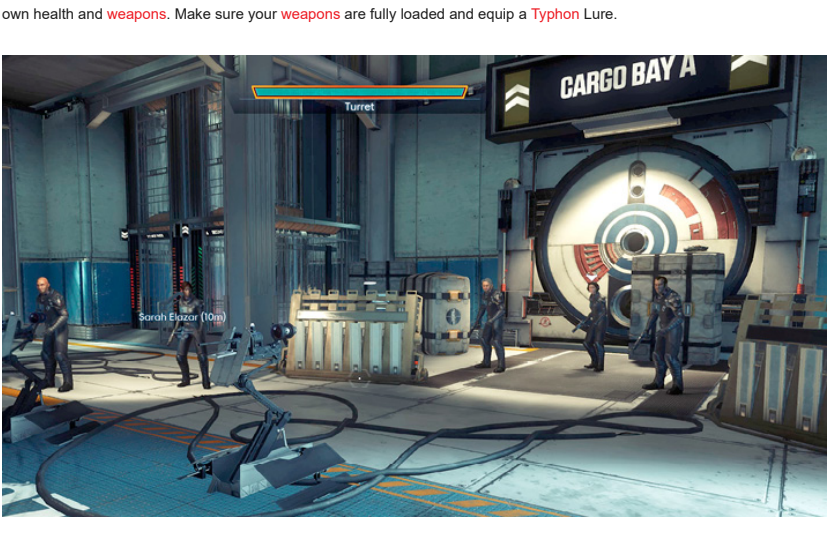
SHIPPING AND RECEIVING

CARGO BAY DEFENSES (CONTINUED)

Back in Shipping and Receiving, start placing turrets in front of the door leading to Cargo Bay B. Retrieve the two turrets from the Cargo Staging Area you deployed outside the Cargo Loading Access door. Place these two turrets within the blue Loading Zone area near the Cargo Bay B door. Next, grab the turret from Cage 1 and add it to your line of turrets facing the Cargo Bay B door. Once three turrets are deployed in the Loading Zone, Sarah joins her officers and gives you the keycode to the Cargo Bay B door. This completes the objective.



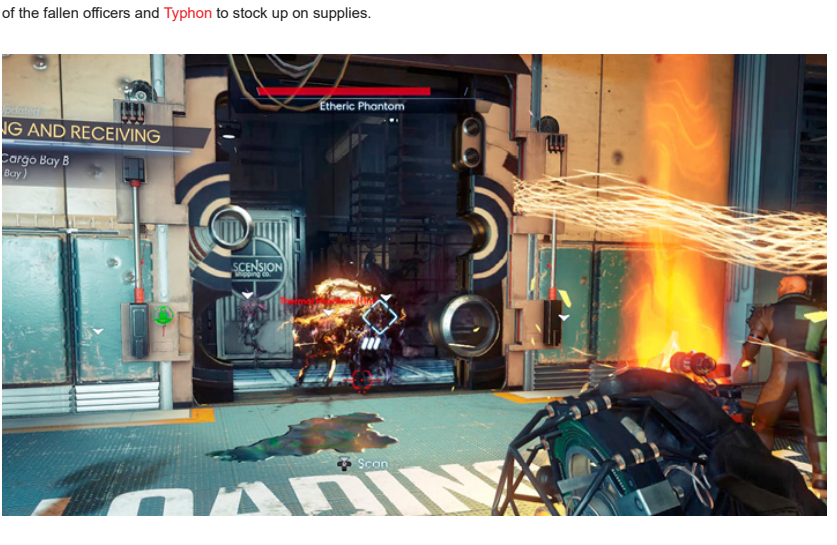
Before opening the door to Cargo Bay B, consider fortifying the turrets—you'll need the Repair III ability and some spare parts. Fortified turrets can absorb much more damage than their stock counterparts. These turrets (and the security personnel) are about to face an onslaught of Typhon attacks surging out of Cargo Bay B. Fortifying the turrets ensures they last longer. If you want more firepower, fabricate more turrets using the Fabricator. Once the turrets are in place, check your own health and weapons. Make sure your weapons are fully loaded and equip a Typhon Lure.



THE GATES OF HELL

If all the security officers survive the battle, you'll earn The Gates of Hell achievement/trophy. Consider saving your game before opening the door to Cargo Bay B so you can replay the battle if necessary.

When you're ready, input the keycode into the Cargo Bay B door's keypad. Immediately step behind the turrets as the door slides open and toss a Typhon Lure toward the incoming Phantoms and Weaver. After tossing the Typhon Lure, throw a Nullwave Transmitter at the group of enemies in an effort to nullify their abilities. Next, equip your Q-Beam and open fire, focusing your attacks on the Thermal Phantom and Weaver while the turrets and Sarah's officers unleash a volley of outgoing fire. Despite your best efforts, some of the security officers will die during the fight. But Sarah remains grateful for your assistance. She instructs you to send other survivors to the Cargo Bay and promises to keep them safe. Search the remains of the fallen officers and Typhon to stock up on supplies.



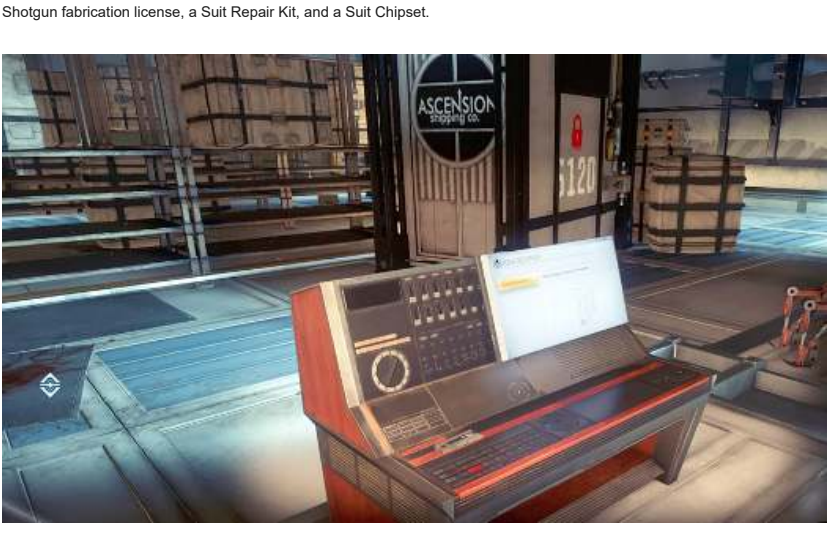
TRANSCRIBES OF THE FALLEN

If Austin Cool or Sarah Elazar die during the Cargo Bay B attack, you can retrieve their TranScribes from their bodies. Alternatively, you can zap them with the Disruptor Stun Gun and loot their bodies—but the other officers will turn on you. Austin Cool's TranScribe contains the Austin Cool's Orders recording. Sarah's TranScribe contains three recordings: We Need Bigger Guns, Cargo Bay B Sitrep, and Cargo Bay B Keycode. You can also retrieve Sarah's cabin keycard from her.

CARGO BAY B

Notable Items:	
Neuromod	Audio Recording: Parcel Not Delivered
Shotgun Fabrication License	Anti-Rad Pharma Fabrication License
EMP Charge (2)	Recycler Charge (2)
Nullwave Transmitter (3)	Weapon Upgrade Kit
Suit Chipset (2)	Scope Chipset

Enter Cargo Bay B and turn right to locate Kirk Remmer's workstation. Grab Ash Lasair's TranScribe sitting on the desk to retrieve a new audio recording. The utility loaded on the workstation's screen allows you to remotely unlock any of the shipping containers. Simply input the container's four-digit code. Start by opening container 8120 nearby. It contains a Shotgun fabrication license, a Suit Repair Kit, and a Suit Chipset.

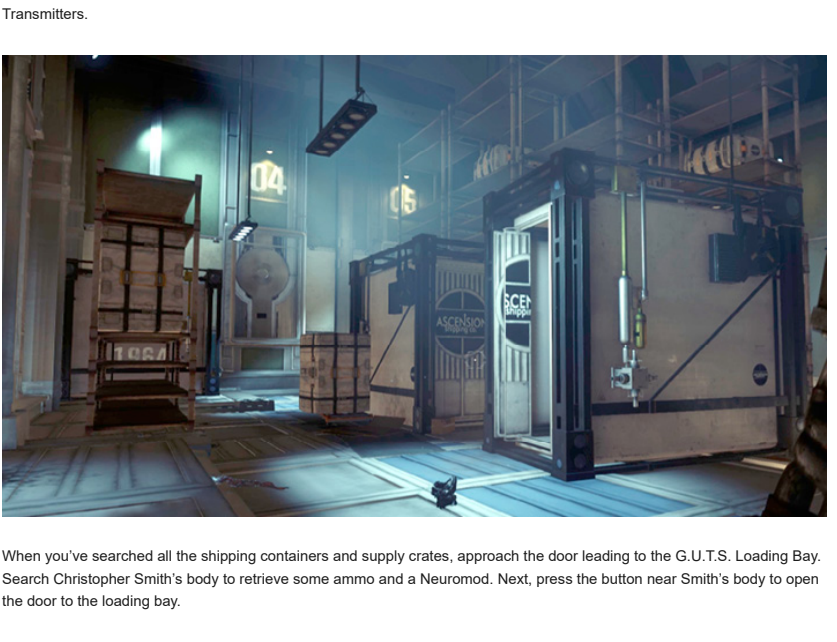


G.U.T.S. CONTAINERS

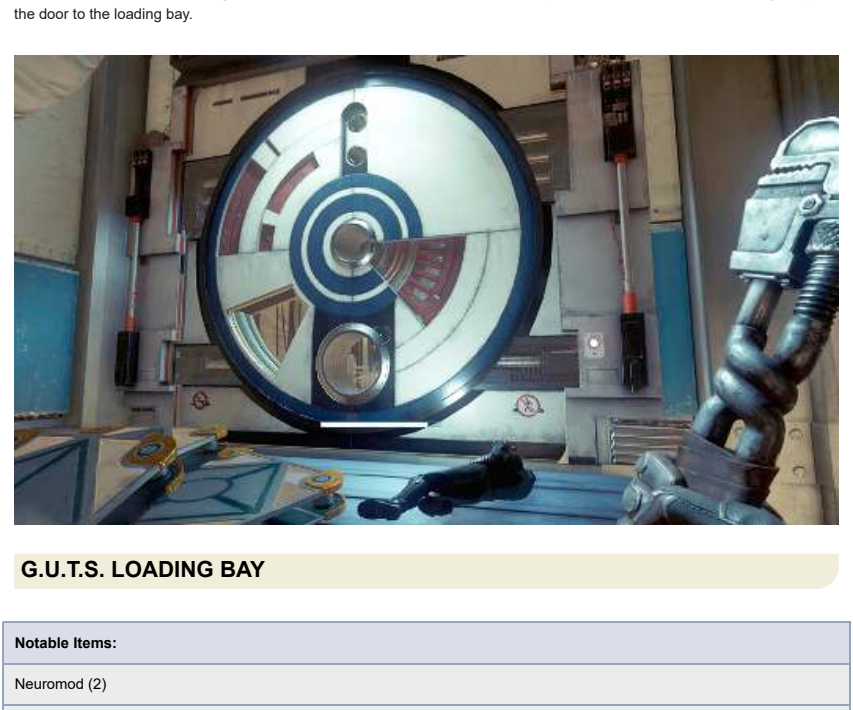
The utility on Kirk Remmer's workstation can open any locked container on Talos I. Open containers 0715 and 6473 to access two containers in the G.U.T.S. Container 0715 is located near the Cargo Bay, in the Cargo Tunnel, and contains three Recycler Charges, three EMP Charges, and a Q-Beam Cell fabrication license. Container 6473 is in the cargo hold, behind Cargo Processing. You'll need to complete the Trouble Processing optional objective to access this container.

Cargo Bay B is filled with tons of useful gear and supplies, so start cracking open those shipping containers. Some of the shipping containers in Cargo Bay B can be opened manually by pushing a white button next to its door. But others are equipped with keypads and require a keycode (or a hacking attempt). The utility on Kirk Remmer's workstation allows you to bypass any locks, making it easy to open every container.

Container 9171 holds some spare parts, an EMP Charge, a Scope Chipset, and an Anti-Rad Pharma fabrication license. Also, don't overlook the red supply crates on the shelves. These contain weapons including Recycler Charges and Nullwave Transmitters.



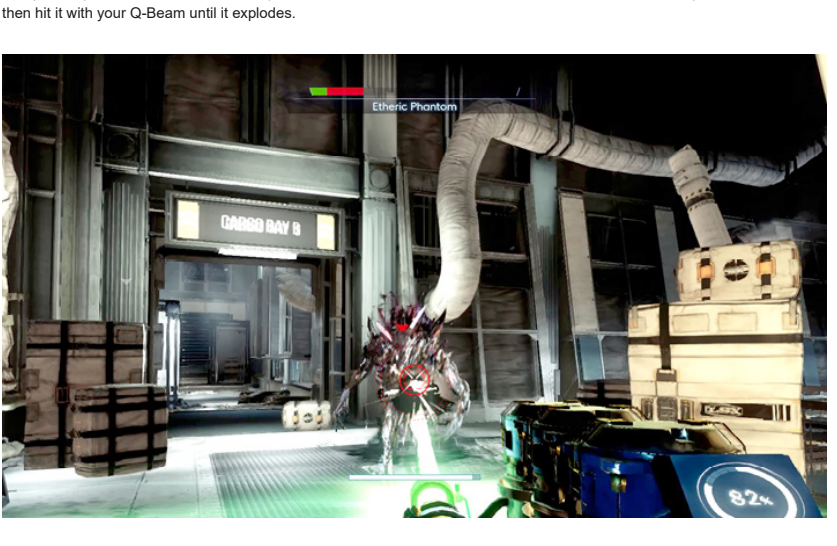
When you've searched all the shipping containers and supply crates, approach the door leading to the G.U.T.S. Loading Bay. Search Christopher Smith's body to retrieve some ammo and a Neuromod. Next, press the button near Smith's body to open the door to the loading bay.



G.U.T.S. LOADING BAY

Notable Items:
Neuromod (2)
Weapon Upgrade Kit
EMP Charge
Recycler Charge (2)
Suit Chipset

The G.U.T.S. Loading Bay is patrolled by a lone Etheric Phantom. Stay low as you enter and locate this enemy. Try to scan it with your Psychoscope before it detects you. Toss a Nullwave Transmitter at the Etheric Phantom to nullify its Psi abilities, then hit it with your Q-Beam until it explodes.

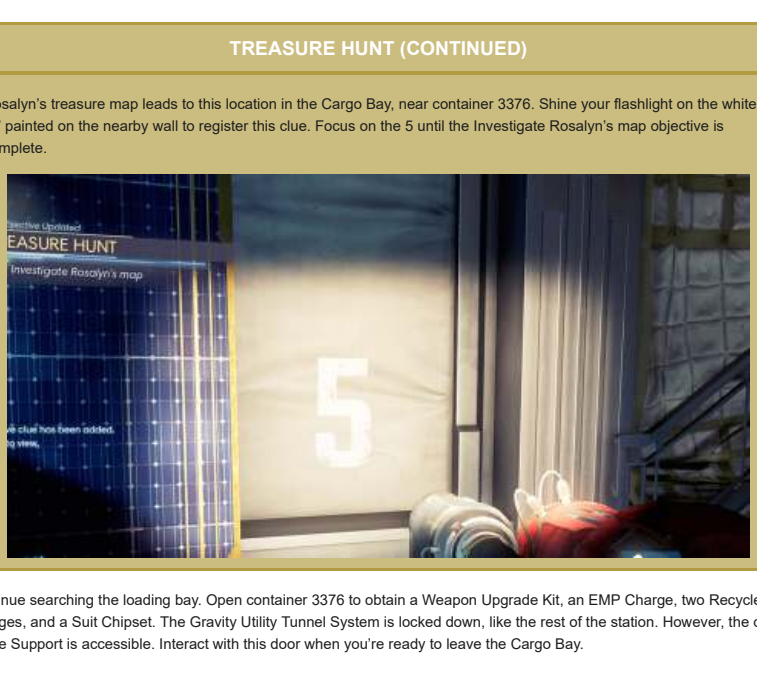


WHISTLEBLOWER (CONTINUED)

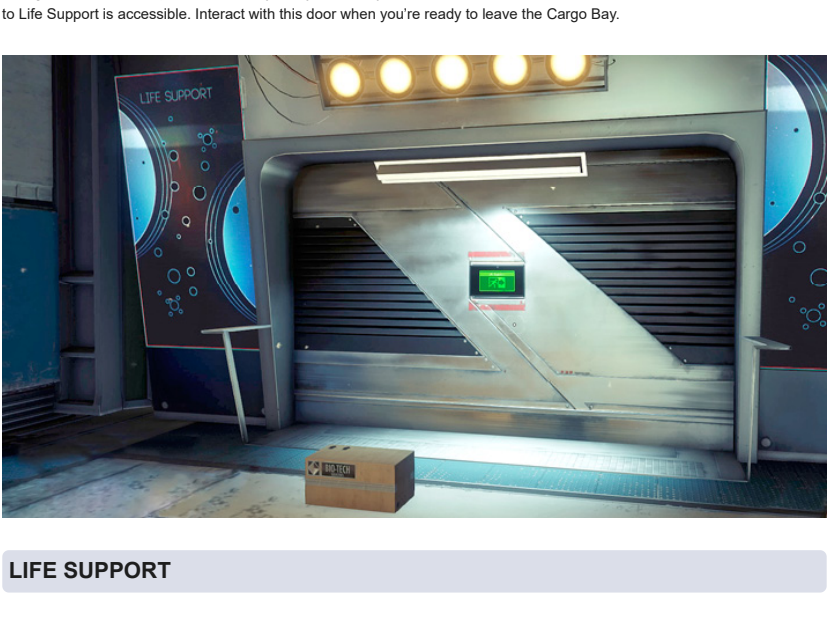
Shipping container 3232 is located near the entrance to the G.U.T.S. Loading Bay. This is the container Annalise Gallegos and Quinten Purvis were using to smuggle evidence off Talos I. Hack the door of the shipping container or use Kirk Remmer's workstation (in Cargo Bay B) to unlock it. Inside you find a large collection of food and the body of Quinten Purvis. Search him to retrieve Annalise Gallegos' thumb drive and two Neuromods. The thumb drive contains incriminating evidence pertaining to TranStar's use of involuntary human test subjects as well as revealing the extraterrestrial nature of the Typhon aboard Talos I. If this information got out, it would mean the end of TranStar. Retrieving the thumb drive completes this optional objective.

TREASURE HUNT (CONTINUED)

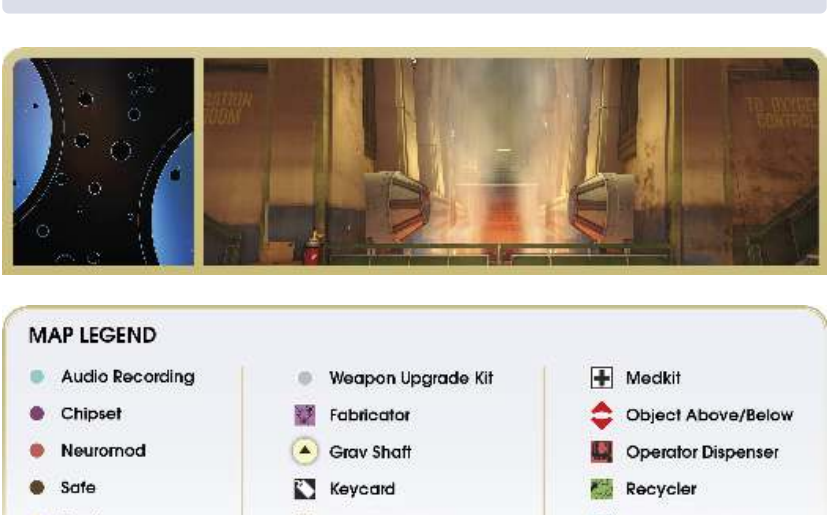
Rosalyn's treasure map leads to this location in the Cargo Bay, near container 3376. Shine your flashlight on the white "5" painted on the nearby wall to register this clue. Focus on the 5 until the Investigate Rosalyn's map objective is complete.



Continue searching the loading bay. Open container 3376 to obtain a Weapon Upgrade Kit, an EMP Charge, two Recycler Charges, and a Suit Chipset. The Gravity Utility Tunnel System is locked down, like the rest of the station. However, the door to Life Support is accessible. Interact with this door when you're ready to leave the Cargo Bay.

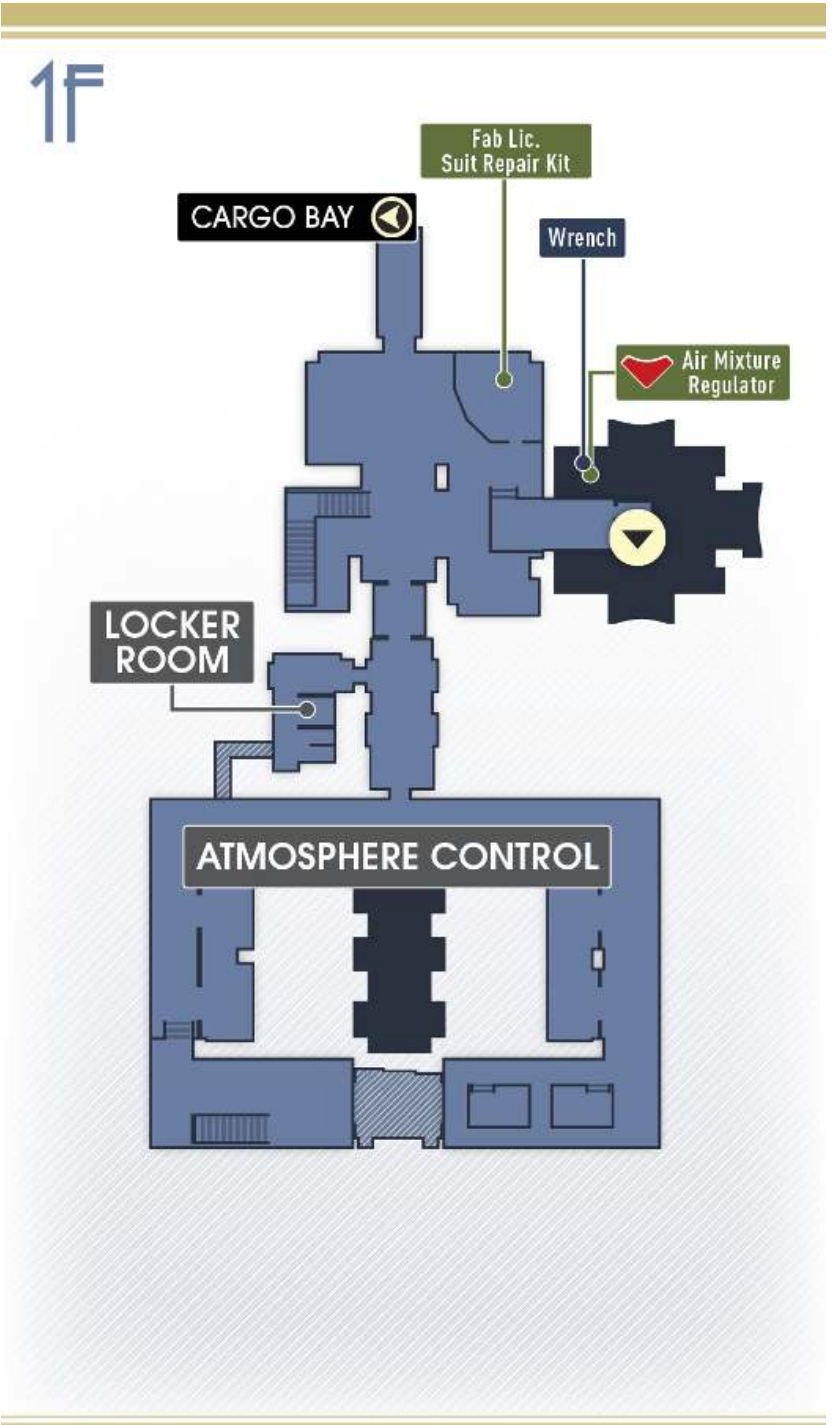


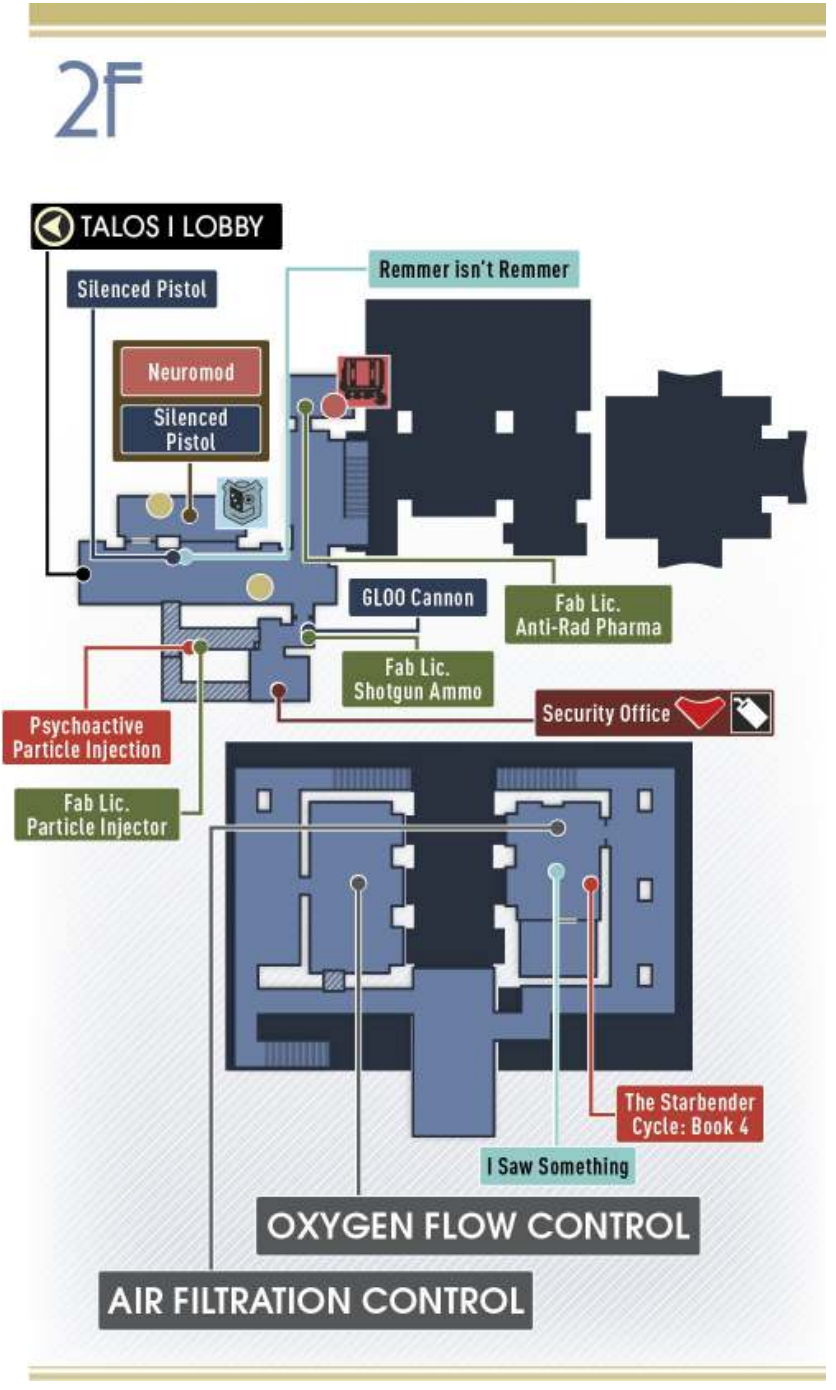
LIFE SUPPORT

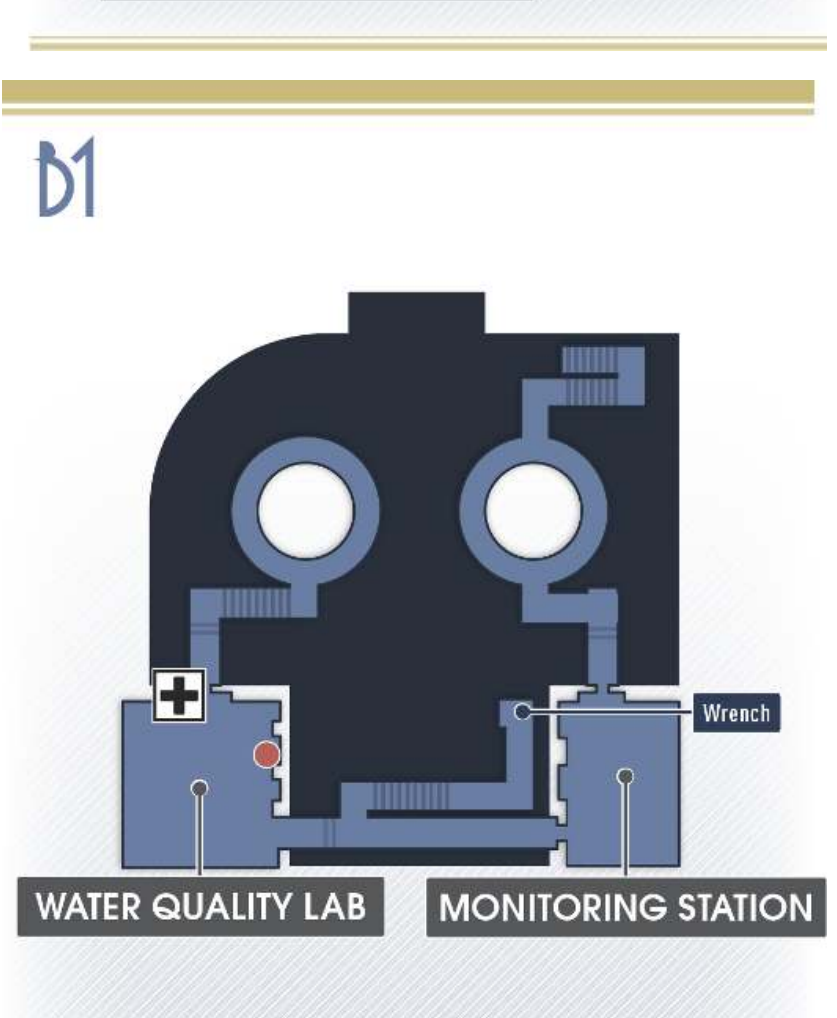


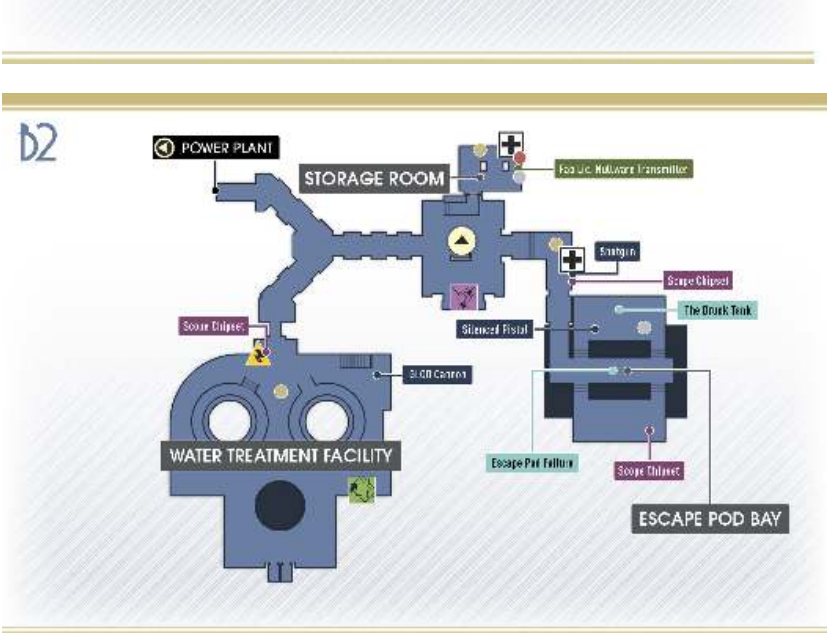
MAP LEGEND

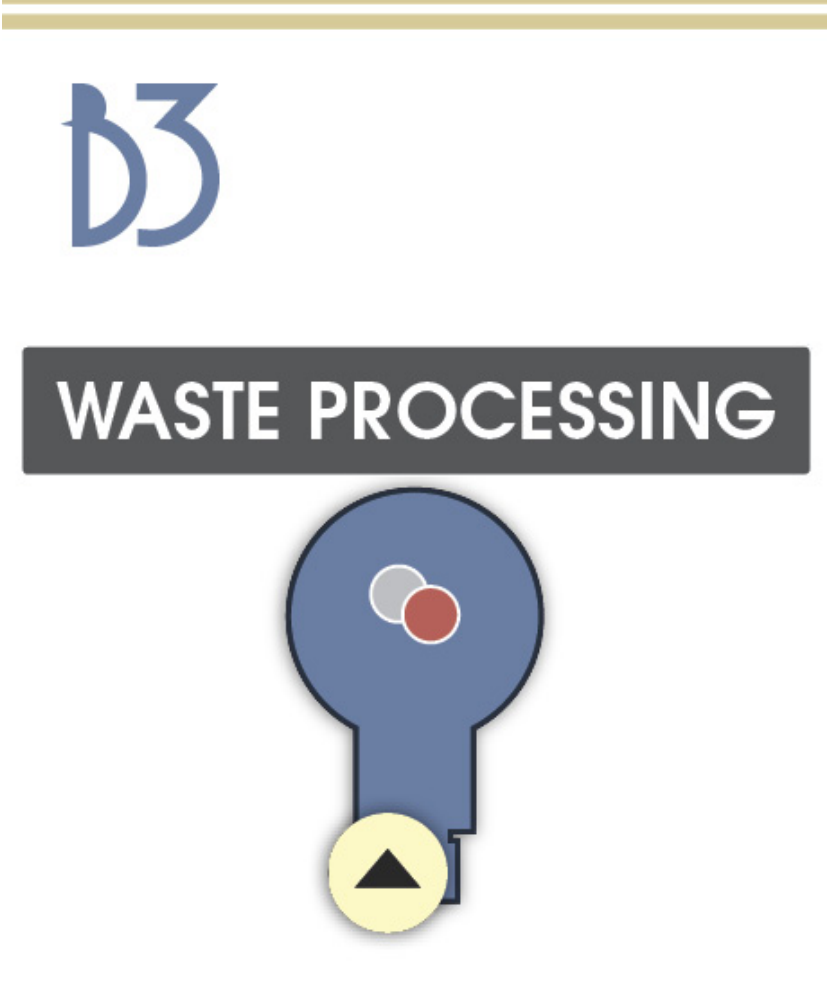
● Audio Recording	● Weapon Upgrade Kit	✚ Medkit
● Chipset	Fabricator	Object Above/Below
● Neuromod	▲ Grav Shaft	Operator Dispenser
● Safe	Keycard	Recycler
● Turret	◀ Level Transition	Security Station











FOYER

Mikhaila Ilyushin contacts you as you enter Life Support. She's still alive, located somewhere in the Power Plant. She suggests cycling the main reactor to reboot the station. This will remove the station lockdown. Suffering from the side effects of Paraplexis, Mikhaila is incapable of cycling the reactor herself but is willing to walk you through the steps. After receiving the new objective from Mikhaila, engage the Etheric Phantom patrolling ahead. Hit it with a Nullwave Transmitter to nullify its abilities, then take it out with your Shotgun or Q-Beam. A second Etheric Phantom patrols the nearby stairway leading up to the main lift. Eliminate this second Phantom before exploring this area.

Etheric Phantom

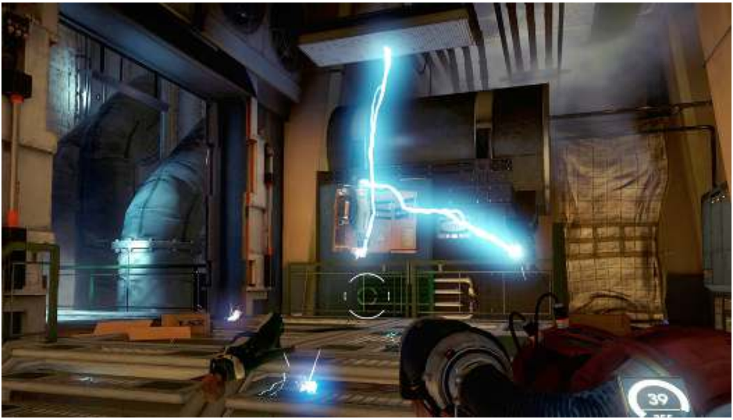
Walkthrough: Story Objectives

Reboot

REBOOT

I can't destroy Talos I without Alex's Arming Key, but I'm stuck down here. Rebooting the station reactor will remove the lockdown Alex placed on the main lift and airlocks. Then I could move freely around the station.

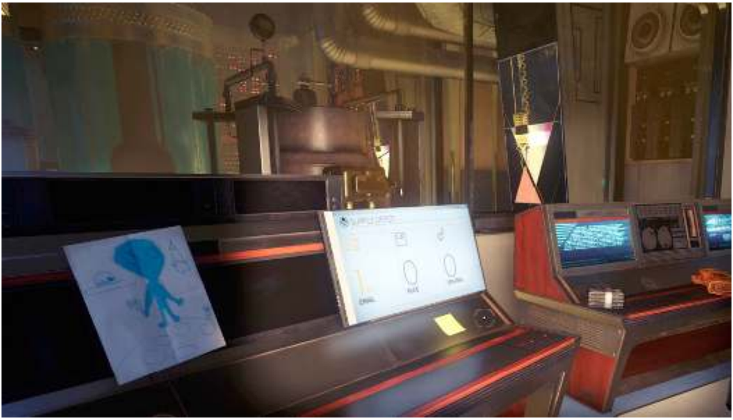
After eliminating the Etheric Phantoms, turn your attention to the malfunctioning electrical junction. The arcs of electricity have electrified the metal floor plates leading to the Grav Shaft. Smother the electrical junction with GLOO to temporarily halt the spewing arcs of electricity. This allows you to approach the electrical junction and conduct repairs. Before accessing the Grav Shaft and proceeding to the Power Plant, take some time to explore this area.



SERVICE REQUESTS

Notable Items:	Weapon Upgrade Kit
	Suit Repair Kit fabrication License
	EMP Charge (2)

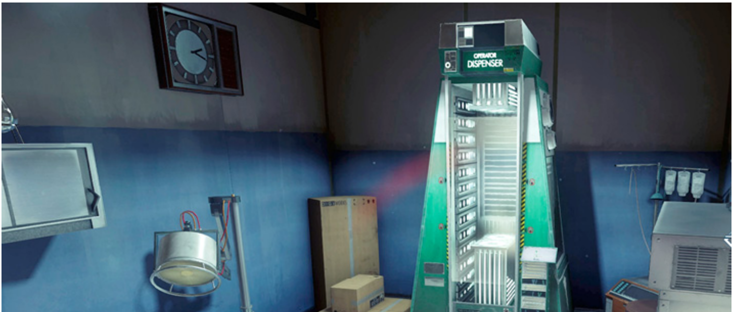
The door to the nearby Service Requests booth is damaged. Fortunately, there's another way inside. Smash through the glass window with your wrench and climb into this small booth. Here you find a Suit Repair Kit fabrication license as well as a supply crate containing a Weapon Upgrade Kit and a couple of EMP Charges. You can also read an email on the Supply Depot workstation.



MEDICAL BAY

Notable Items:	Neuromod
	Anti-Rad Pharma Fabrication License

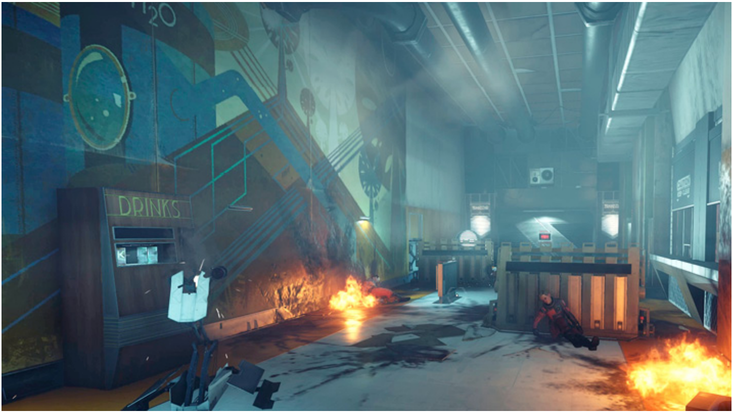
Ascend the nearby staircase and turn right to approach the Medical Bay. As you near the doorway, a radiation alert appears on the HUD. There's a Cystoid Nest hanging from the Medical Bay's ceiling. Keep your distance and shoot the Nest from the entrance. Back away as the Cystoids drop to the floor and engage them individually with your pistol of choice. Alternatively, toss in a Recycler Charge to wipe out all the Cystoids. With the Cystoids out of the way, maneuver past the shelves blocking the entrance. You can move the shelves if you possess the Leverage III ability. But you can also climb atop the shelves to squeeze your way in. Once inside, retrieve a Neuromod and an Anti-Rad Pharma fabrication license, contained in separate shelves. If your health is low, deploy a Medical Operator and interact with it to fully replenish your health.



MAIN LIFT ACCESS

Notable Items:
Audio Recording: Remmer isn’t Remmer
Keycode: Security Station Safe
Silenced Pistol
Turret

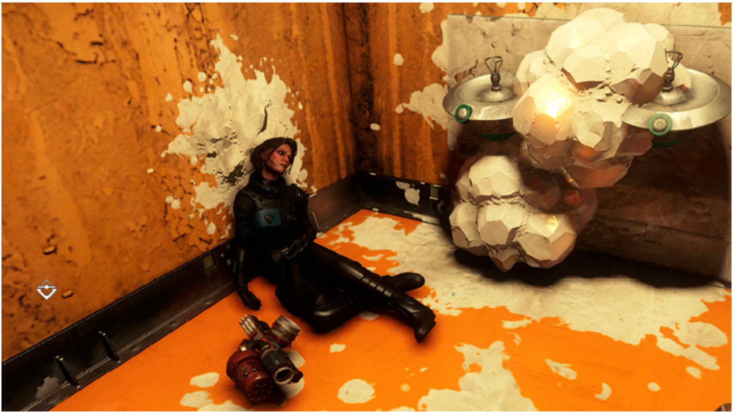
Exit the Medical Bay and round the corner to the right to access this hallway leading to the main lift. Here you find a broken turret and several bodies—something bad happened here. Search the bodies for supplies and ammo. Recover the note and TranScribe found on Erica Teague’s body. The note reveals the code to the safe in the nearby security booth and the TranScribe contains a recording featuring a conversation with Sarah Elazar.



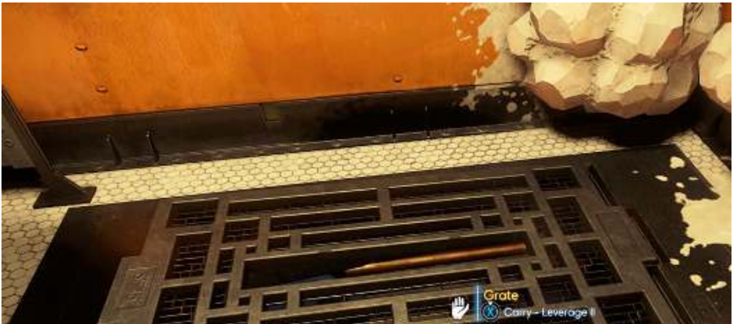
RESTROOM

Notable Items:
GLOO Cannon
Shotgun Shells Fabrication License
Keycard: Security Office
Audio Recording: Particle Injector
Psychoactive Particle Injector

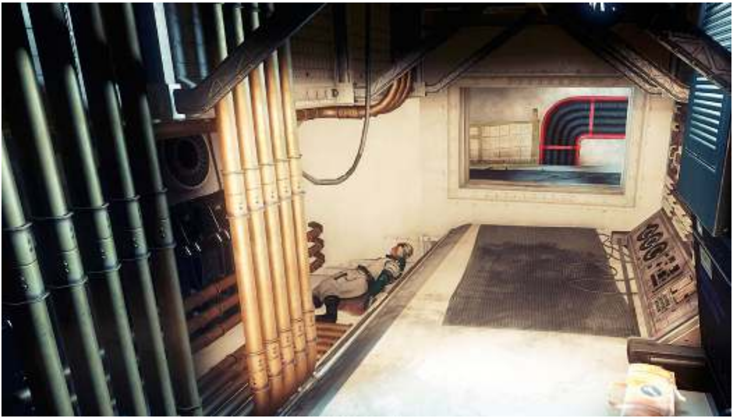
Smash through the GLOO with your wrench to enter the nearby restroom. Just inside the entrance you find the body of Alton Weber, along with a GLOO Cannon. Search Weber's body to retrieve a Shotgun Shells fabrication license and a note. The note references a makeshift supply drop near the escape pods—was Weber involved in the smuggling ring? In any case, this supply drop is worth investigating.



Search the floor of the restroom for this metal grate. If you possess the Leverage II ability, you can lift the grate. Alternatively, you can use the Lift Field Typhon ability to raise the grate. Beneath the grate is the keycard to the security booth in the adjoining hall.



Open the maintenance access panel in the restroom and crawl through the adjoining duct. Here you find some spare parts and the body of Tobias Frost. Search his body to recover a TranScribe and a Psychoactive Particle Injector. Listen to the recording on the TranScribe to trigger a new optional objective.



PSYCHIC WATER

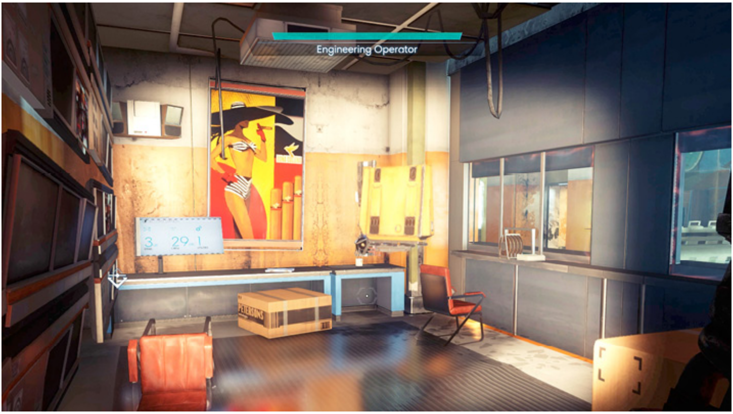
Objective Summary: A message from Tobias Frost mentioned a Psychoactive Particle Injector he wanted to connect to the station's water supply. Now that I have the device, I just need to figure out where in the Water Treatment Facility to plug it in. The Water Treatment Facility area is in Life Support.

Listen to the Particle Injector recording found on Tobias Frost's TranScribe to trigger this objective. Be sure to grab the Psychoactive Particle Injector from Frost's body as well. This device can be installed later once you reach the Water Treatment Facility.

SECURITY BOOTH

Notable Items:
Neuromod (2)
Silenced Pistol Fabrication License

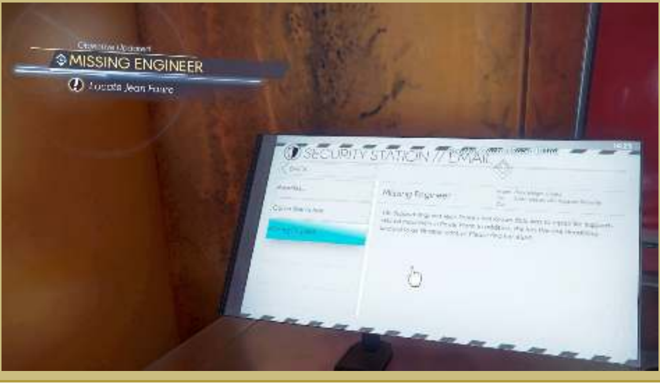
Using the keycard you found in the restroom, unlock the door to the security booth and step inside. Access the security station to download a map of Life Support. Also, read the emails, including the one titled, "Missing Engineer." Afterward, open the safe, using the keycode retrieved from Erica Teague. The safe contains two Neuromods, a Silenced Pistol fabrication license, and some Shotgun Ammo.



MISSING ENGINEER

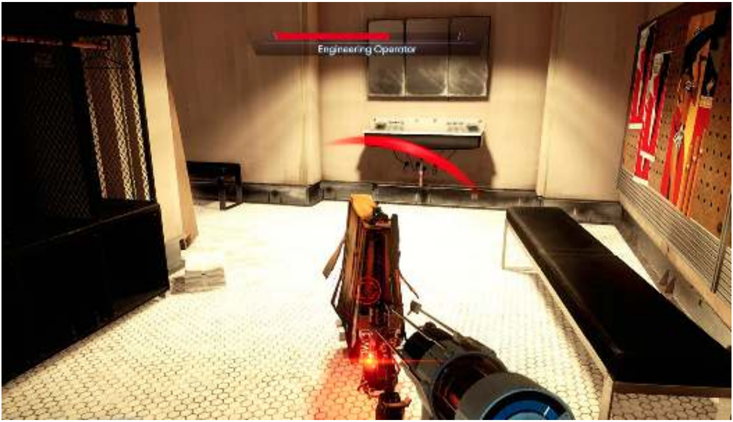
Objective Summary: Engineer Jean Faure was reported missing. Her last known duty was to repair life support related machinery in Power Plant. I should check to see if she's still alive.

Read the Missing Engineer email on the security station to trigger this objective. While still accessing the security station, select the Crew tab and search for Jean Faure, assigned to Life Support. Tracking Jean Faure reveals she is deceased and located somewhere in the Power Plant. You can resume this objective later, once you access the Power Plant.



LOCKER ROOM

Head back downstairs to the foyer and turn right to pass through a decontamination chamber leading toward Atmosphere Control. After exiting the decontamination chamber, turn right to enter a locker room. Here you find a dormant corrupted Operator—take it out with your Disruptor Stun Gun before it notices you. Locate a maintenance access panel in the locker room partially hidden by a crate. If you have the Leverage I ability, you can move the crate and enter the duct behind the panel. This duct provides an alternative and more covert entrance to Atmosphere Control. Entering Atmosphere Control at this stage is purely optional. But this is a good time to explore and clear the area of threats.

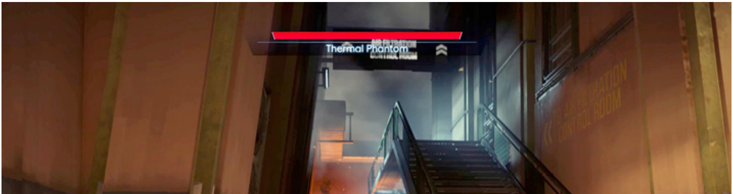


DISRUPTOR STUN GUN UPGRADES

If you haven't already, now is a good time to begin upgrading your Disruptor Stun Gun. In the near future, you'll face an increasing number of hostile Operators. A fully upgraded Disruptor Stun Gun is your best option for taking out these threats. You'll need the Gunsmith I and Gunsmith II abilities to fully upgrade this weapon. Focus on upgrading the weapon's power and range first. A fully powered Disruptor Stun Gun can kill unsuspecting corrupted Operators with a single shot.

ATMOSPHERE CONTROL

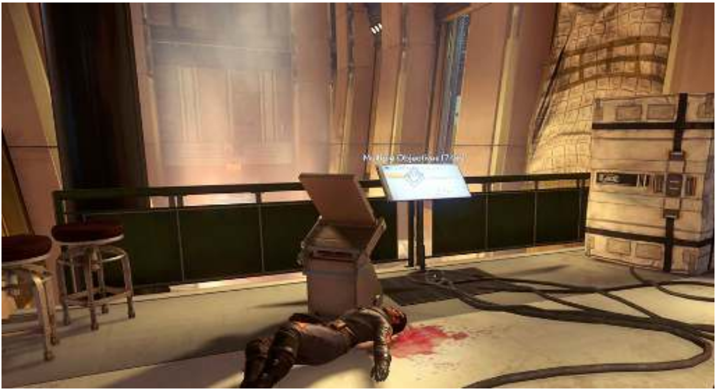
Atmosphere Control is patrolled by two corrupted Operators and two Thermal Phantoms. Stay low to avoid detection and hunt each of these enemies down, taking them out one by one—avoid confrontation where you're outnumbered. Take down the corrupted Operators with the Disruptor Stun Gun. Hit each Thermal Phantom with a Nullwave Transmitter to nullify its abilities before taking it down with the Q-Beam or Shotgun.

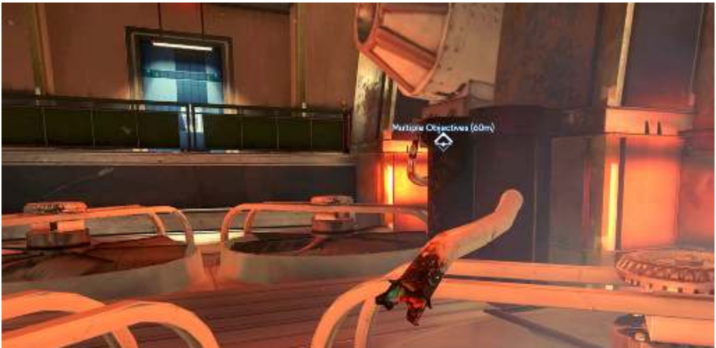


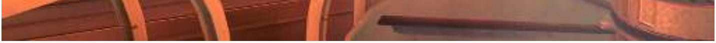
Thermal Phantom (9m)

FAN CONSOLE

After clearing out the Thermal Phantoms and corrupted Operators, access the console at the backside of the room, next to Alan Biachi’s body. This console controls the fans responsible for circulating oxygen throughout the station. Select the “Check Fans” button to run a quick diagnosis of the system—apparently fan 3 is malfunctioning. Select “Fan Controller Interrupt” to temporarily halt the fans. Drop down toward the fans and locate fan 3 (it’s obstructed by a metal beam). Remove the beam, then return to the console before the fans automatically reactivate. You may need to use your GLOO Cannon to create footholds to escape.



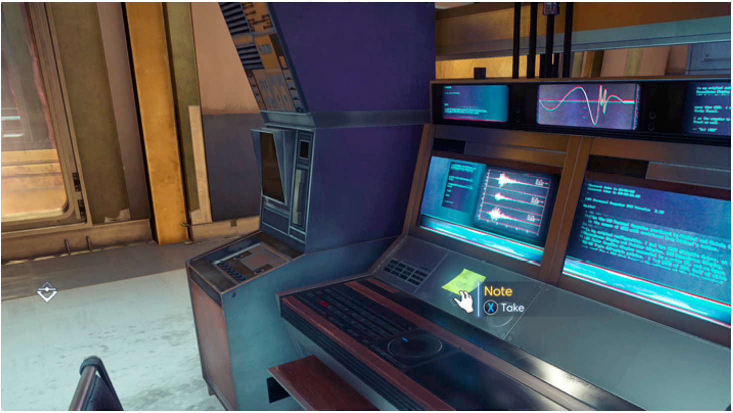




OXYGEN FLOW CONTROL ROOM

Notable Items	Keycode: Supply Closet

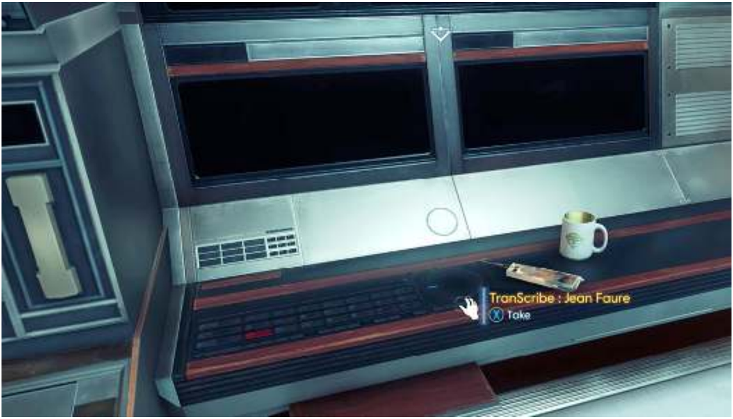
The door to Oxygen Flow Control is locked, but there are a couple of alternative entrances. The easiest is by breaking the window next to the staircase. You can also access a maintenance access panel on the opposite side of the room—create GLOO deposits to reach the panel. Or you can simply hack the keypad. Regardless of how you enter, be ready to take out a corrupted Operator inside. Search the center console for a note containing the keycode to a supply closet located near the Grav Shaft.



AIR FILTRATION CONTROL ROOM

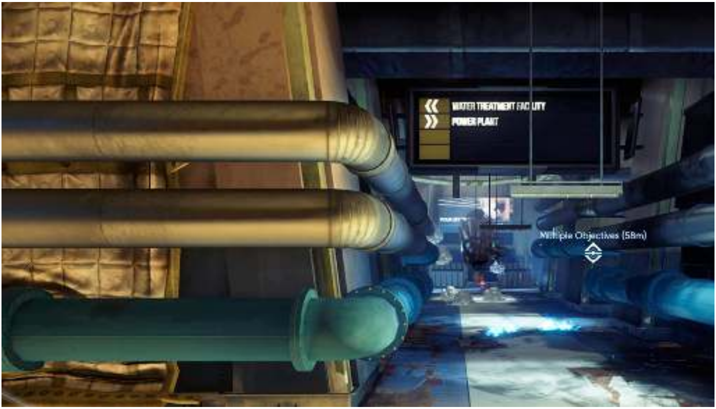
Notable Items:	Audio Recording: I Saw Something
	The Starbender Cycle: Book 4

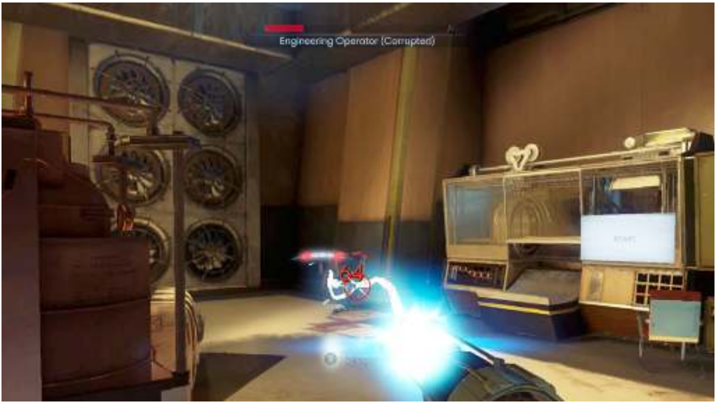
This room is occupied by a Poltergeist. Grab Jean Faure's TranScribe and listen to the recording while waiting for the Poltergeist to show itself. The fourth volume of The Starbender Cycle is also located in this room. When the Poltergeist appears, attack aggressively with your Shotgun. In a room this small, there isn't much space for the Poltergeist to hide, so don't be afraid of shooting at the specter's last known position—there's a good chance you'll score a hit. Once the Poltergeist has been eliminated, investigate Jean Faure's workstation to read an email. Under Utilities, you can also initiate a decontamination sequence, sucking all of the oxygen out of Atmosphere Control—if you haven't dealt with the Thermal Phantoms yet, this is a good option. The door leading to the Atmosphere Control Room is locked. You'll need to retrieve the keycard from Jean Faure's body in the Power Plant.



GRAV SHAFT

Exit Atmosphere Control and proceed to the Grav Shaft, leading to Life Support's lower level. As you exit the Grav Shaft, a Technopath can be seen in the distance moving toward the Water Treatment Facility.



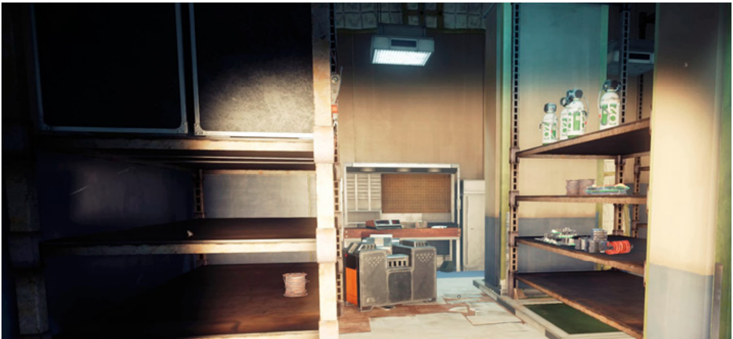


Ignore the Technopath for now and turn your attention toward a corrupted Operator next to the nearby Fabricator—hit the corrupted Operator with your Disruptor Stun Gun before it detects you. If you're running low on ammo or other supplies, use the Fabricator to restock.

SUPPLY CLOSET

Notable Items:
Neuromod (3)
Nullwave Transmitter Fabrication License
Weapon Upgrade Kit
Typhon Lure (3)

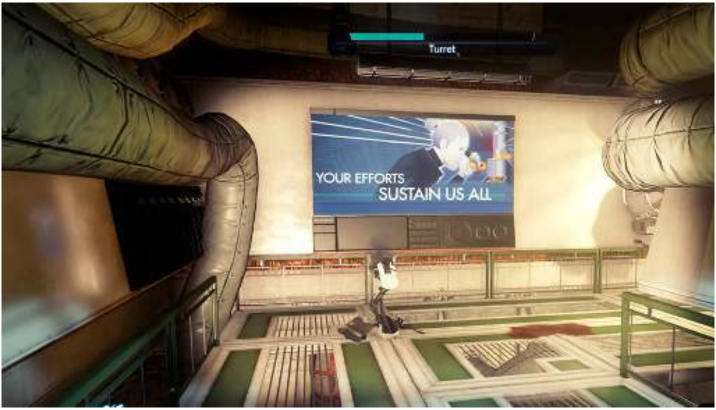
Use the keycode retrieved from the Oxygen Flow Control room to open the door to the supply closet near the Grav Shaft. The closet contains several useful supplies including three Neuromods, a Nullwave Transmitter fabrication license, a Medkit, a Weapon Upgrade Kit, and a few Typhon Lures.

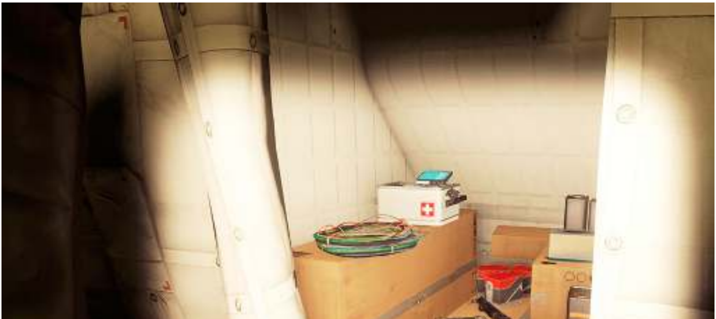


ESCAPE PODS CORRIDOR

Notable Items:	Shotgun
	Scope Chipset
	Turret

After leaving the supply closet, enter the corridor leading to the Escape Pods. There's a secret cache located beneath this metal walkway, left by Alton Weber. Drop off the side of the walkway near the broken turret to access a crawlspace beneath. A small alcove here contains a Shotgun, some Shotgun ammo, a Scope Chipset, and a Medkit. Once you've gathered these items, return to the walkway—follow the white conduit leading up and jump onto the walkway. Repair the broken turret and carry into the Escape Pods chamber.

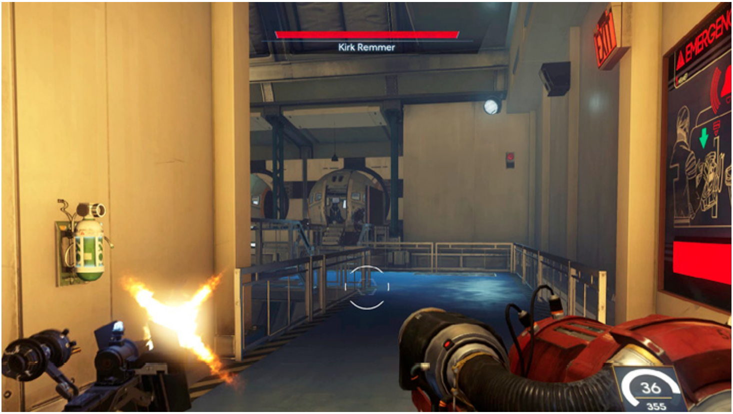




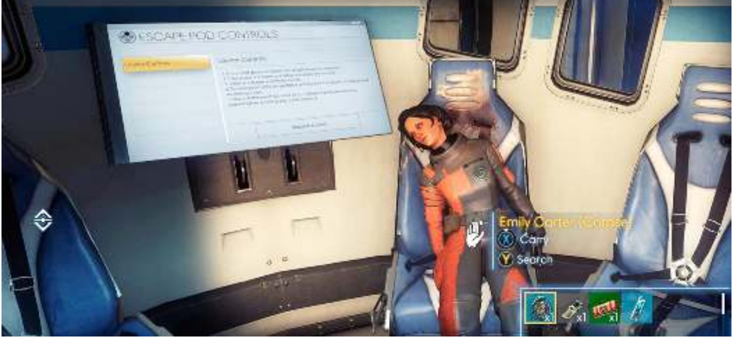
ESCAPE PODS

Notable Items:	Audio Recording: Escape Pod Failure	Audio Recording: The Drunk Tank
	Scope Chipset	Recycler Charge

There's a Phantom and Etheric Phantom patrolling this area. Sneak inside and deploy your turret without being detected. As the turret opens fire on the Phantoms, join in the fight, striking the Phantoms with your Shotgun or Q-Beam. The Phantom was once Kirk Remmer. Search his remains to retrieve a TranScribe and some other supplies. Remmer's recording (Escape Pod Failure) chronicles technical issues encountered when crew members attempted to evacuate Talos I.



This chamber is filled with deceased crew members who were unable to escape Talos I due to some sort of malfunction with the escape pods. Search the bodies on the walkways and in the escape pods to retrieve supplies. Enter one of the escape pods to search Emily Carter and retrieve another TranScribe. Listen to Carter's recording to trigger an optional objective. You can open the closed escape pods by pressing the button next to it. But one of the buttons is broken, requiring repairs. If you choose to repair and push this button, be ready to engage a Greater Mimic emerging from the escape pod. Back away and let your turret deal with it before searching Angela Diaz's body.



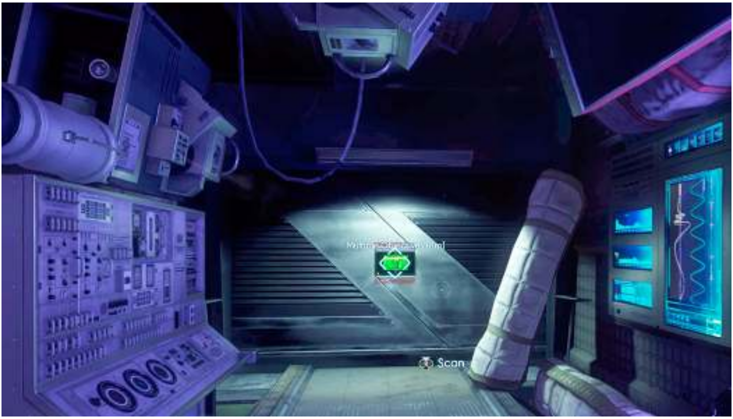
DRUNK TANK

Objective Summary: Price Broadway appears to be missing from before the Typhon outbreak.

Listen to the recording (The Drunk Tank) found on Emily Carter's TranScribe to unlock this objective. You can resume this objective once you access the Water Treatment Facility.

POWER PLANT ACCESS

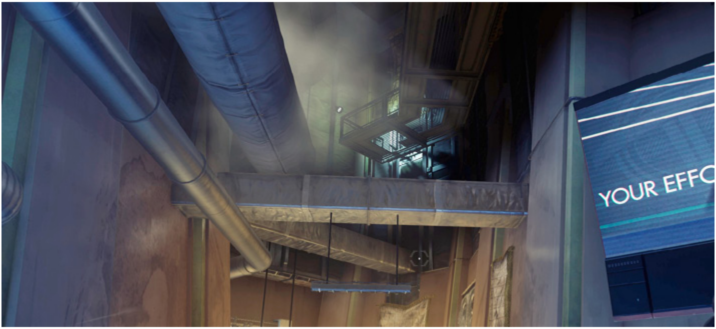
Exit the Escape Pods chamber and return to the Grav Shafts, following the waypoint marker toward the Power Plant. Be ready to engage a corrupted Operator along the way—hit it with your Disruptor Stun Gun before it detects you. Continue to advance to the Power Plant door…but something's wrong. Scan the door with your Psychoscope to reveal a Corrupted Device. The Technopath you spotted earlier has locked down this door, preventing you from accessing the Power Plant. You need to find the Technopath and eliminate it before you can continue.

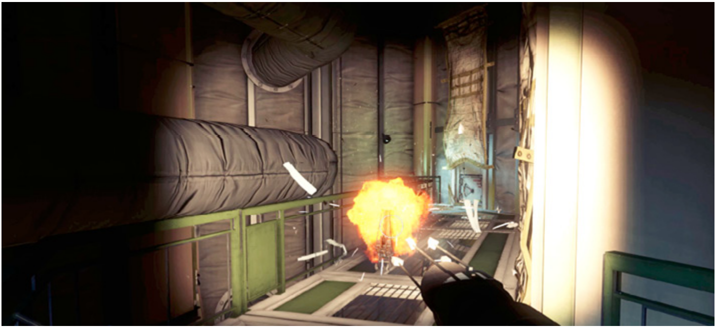


WATER TREATMENT FACILITY

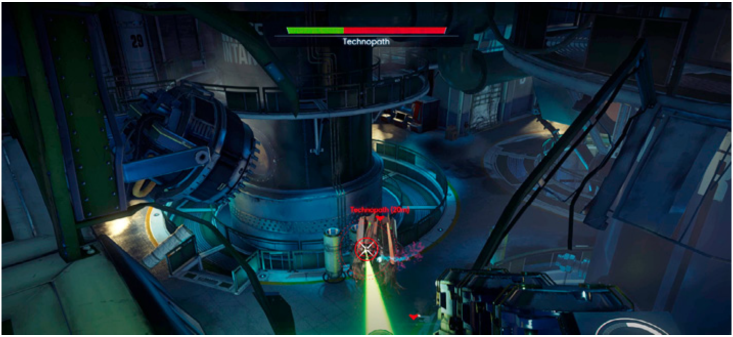
Notable Items	Turret

Return to the intersection where you destroyed the corrupted Operator and approach the door to the Water Treatment Facility. This door is unpowered. If you have the Leverage III ability, you can force the door open. Otherwise, you'll need to find another way in. Look up and to the right to spot a catwalk. Climb along the pipes lining the corridor until you can jump onto this catwalk—be ready to engage another corrupted Operator here. On the catwalk, open a maintenance access panel and crawl through the adjoining duct to access the Water Treatment Facility.

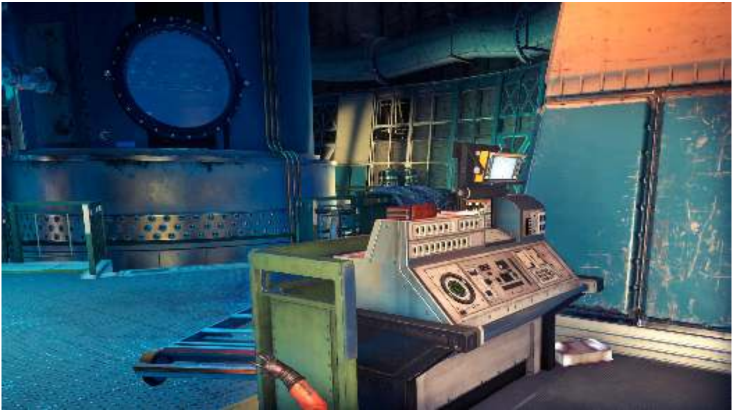




Entering through the duct gives you a tactical advantage, allowing you to spot the Technopath without being detected. Top-off the ammo in your Q-Beam, then toss an EMP Charge down at the turret-toting Technopath. The EMP Charge disables the turret and stuns the Technopath. Immediately open fire with the Q-Beam until the Technopath explodes. Killing the Technopath removes the corruption from the Power Plant door. But before heading to the Power Plant, take a moment to explore the Water Treatment Facility.



Drop to the floor, using your propulsion system to slow your descent. Locate the console next to the entrance and restore power to the facility. This powers the door, allowing for easier entries and exits. Next, locate the turret dropped by the Technopath and deploy it. There are few more enemies here, so it's a good idea to have a turret watching your back.

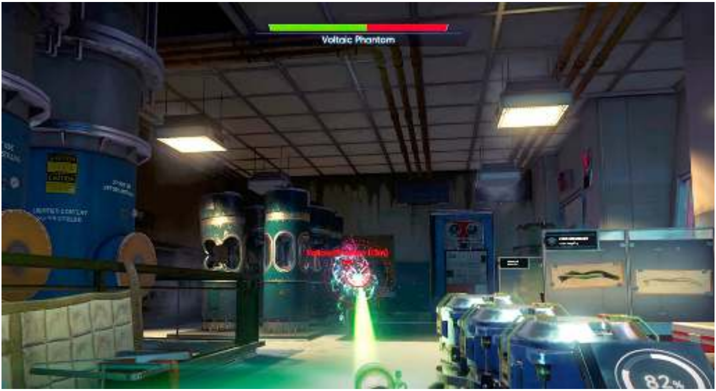


Turn to the staircase by the entrance and repair the damaged electrical junction. Use your GLOO Cannon to smother the junction before attempting any repairs. This allows you to search Roger Meir's body without getting electrocuted. You can also ascend the staircase to the catwalk system. Follow the catwalk to the Monitoring Station.

MONITORING STATION

Notable Items:	Password: Price Broadway	Suit Chipset

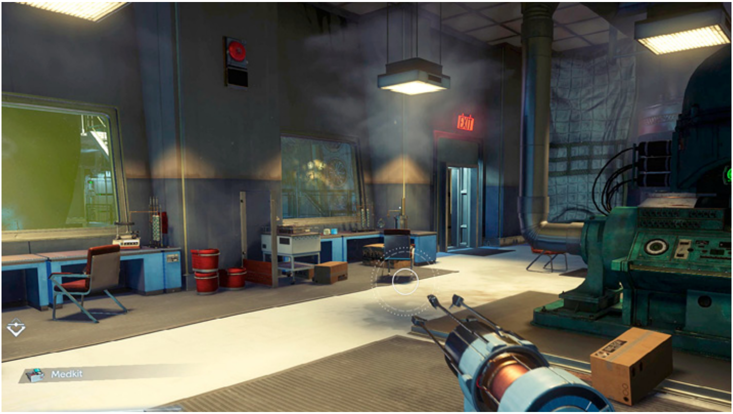
Prep an EMP Charge before entering the Monitoring Station (there’s a Voltaic Phantom inside). As the door opens, locate the Voltaic Phantom and toss the EMP Charge toward it, temporarily nullifying its abilities. Finish off the Voltaic Phantom with your Q-Beam or Shotgun. Once the Voltaic Phantom has been eliminated, search the supply crate next to Price Broadway’s workstation to discover a note containing his password. This allows you to access his workstation. Under the workstation’s Utilities tab, press the Unlock Processing Terminal button—this allows you to access the Eel Tank Controls. Some emails on the workstation reference Price’s alcohol problem. While you’re here, you can also access Abigail Foy’s workstation to read another email.



WATER QUALITY LAB

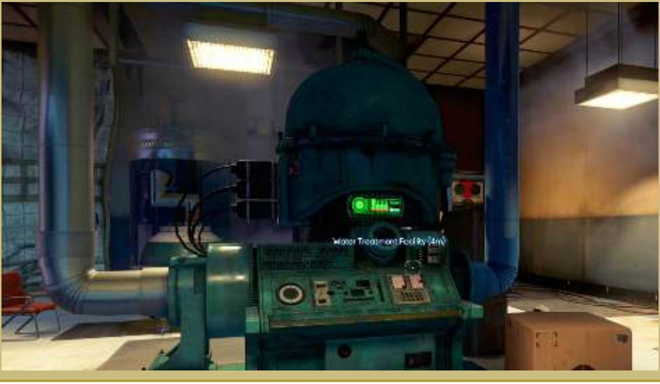
Notable Items	Neuromod (2)

Exit the Monitoring Station and head for the Water Quality Lab. This lab can be accessed via a damaged catwalk (you'll need to use your GLOO Cannon to reach it). Alternatively, you can use Mimic Matter to slip through the damaged door near the Monitoring Station. Use your Disruptor Stun Gun to take out a corrupted Operator inside, then search the lab for supplies, including two Neuromods, a Medkit, and some material blocks.



PSYCHIC WATER (CONTINUED)

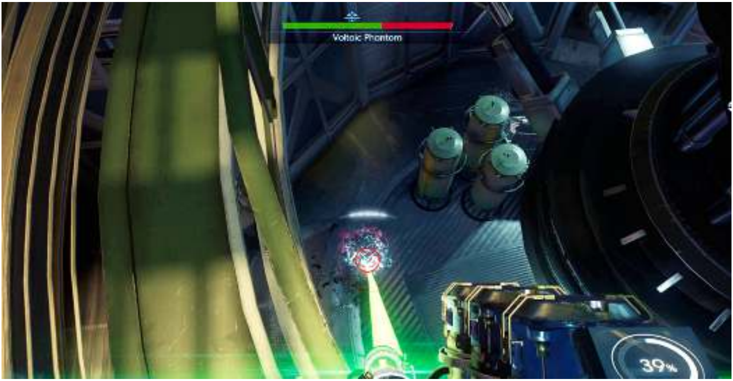
Interact with this piece of equipment to insert the Psychoactive Particle Injector you retrieved from Tobias Frost. Once installed, the objective is complete.



WASTE PROCESSING

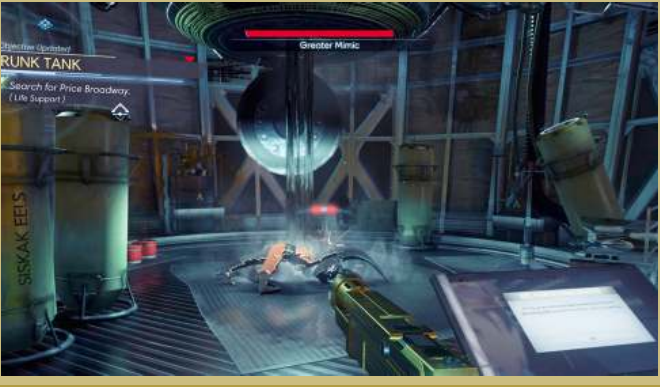
Notable Items	Neuromod

Return to the facility's ground floor and approach the Waste Processing chamber near the Grav Shaft. A Voltaic Phantom is down here. Toss an EMP Charge down at the Voltaic Phantom, then attack with your Q-Beam from above. Once the Voltaic Phantom has been eliminated, use the Grav Shaft to enter the chamber.



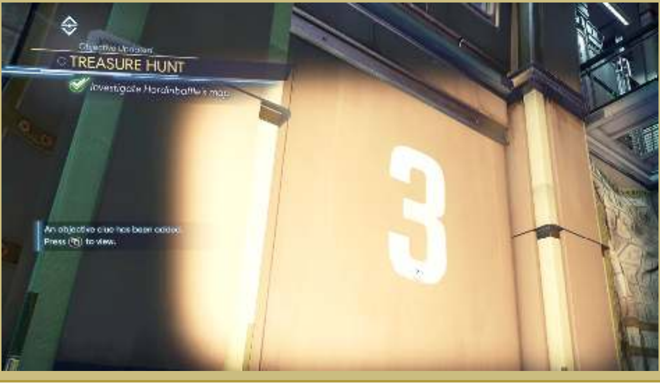
DRUNK TANK (CONTINUED)

In the Waste Processing chamber, interact with the Eel Harvesting console and select the Harvest Eels option. This causes the large tank to open, spilling out dead eels and Price Broadway's body. Be ready to engage a Greater Mimic dropping out of the tank as well, and hit it with your Shotgun. Search Price Broadway's body to retrieve a Neuromod and a note explaining how eels are used to consume waste aboard Talos I. Discovering Price Broadway's body completes this objective.



TREASURE HUNT (CONTINUED)

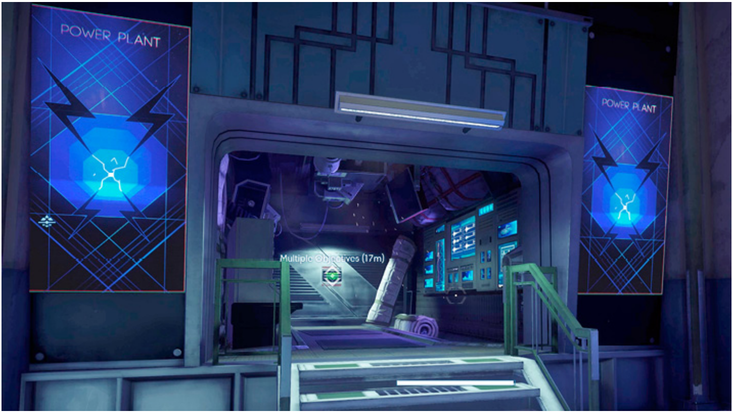
Use the Grav Shaft to return to the main floor and turn right to locate this white "3" painted on the wall. Hordinbaffle's treasure map points to this location, providing another clue. Focus on the 3 until the clue is registered in your TranScribe's objectives. Now you just need to investigate the location in Melindra's treasure map before you can wrap up this objective.



An objective clue has been added.
Press ( ) to view.

POWER PLANT ACCESS

Leave the Water Treatment Facility and proceed to the Power Plant door. Having defeated the Technopath, the door is now functional, allowing you to enter the Power Plant.



POWER PLANT

MAP LEGEND

- ● Audio Recording
- ● Chipset
- ● Neuromod
- ● Safe
- ● Turret
- ● Weapon Upgrade Kit
- ▨ Fabricator
- ▲ Grav Shaft
- ▨ Keycard
- ◀ Level Transition
- ✚ Medkit
- ⬍ Object Above/Below
- ▨ Operator Dispenser
- ▨ Recycler
- ▨ Security Station

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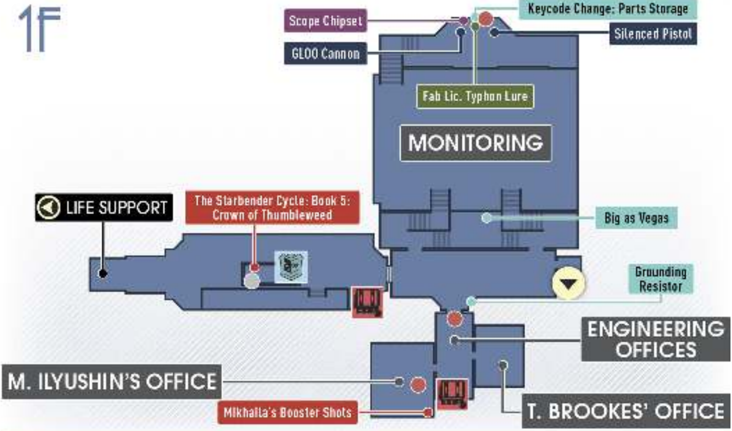

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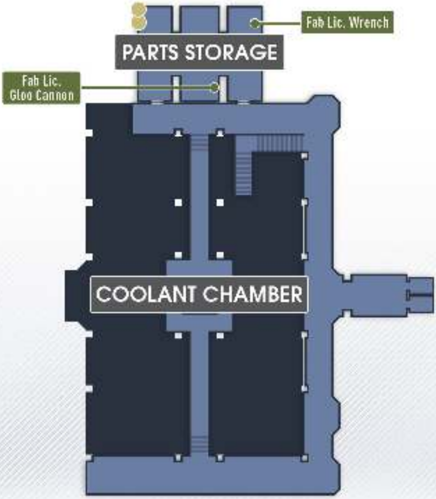

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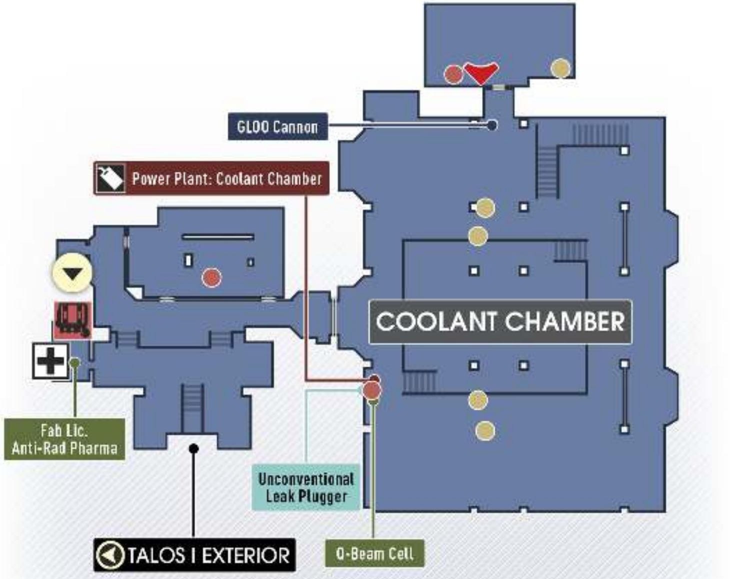
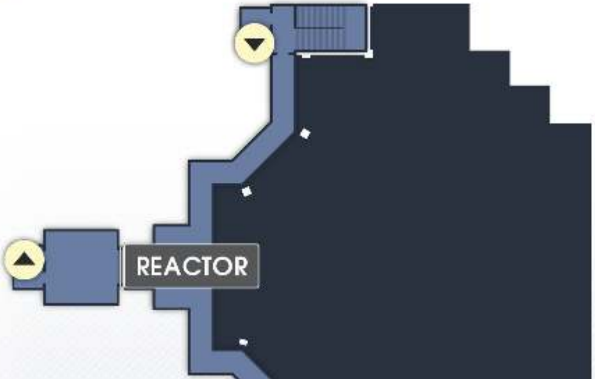
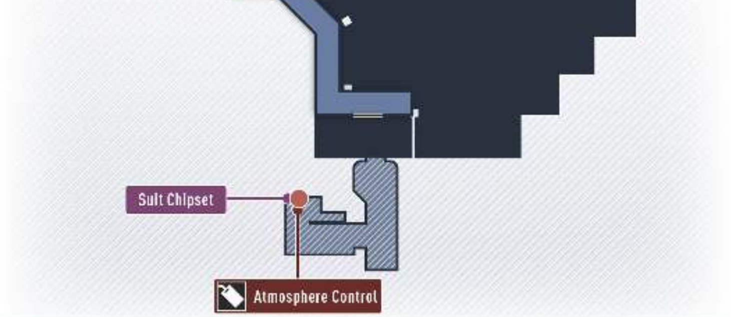


B3





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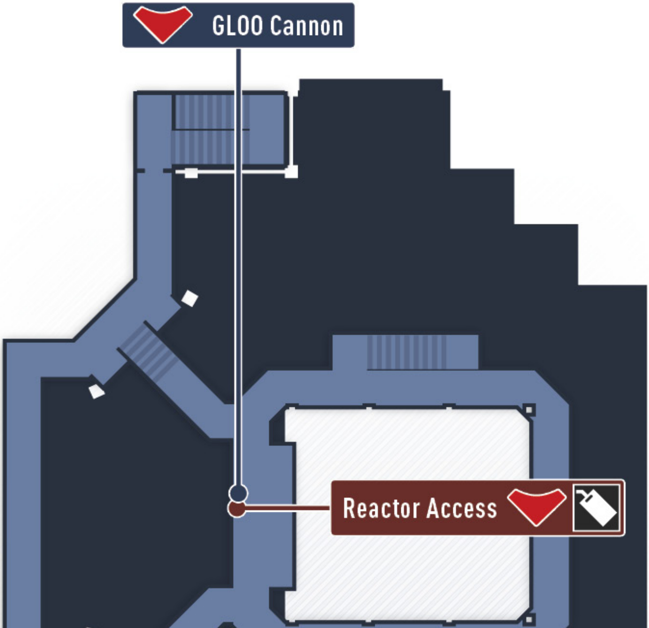

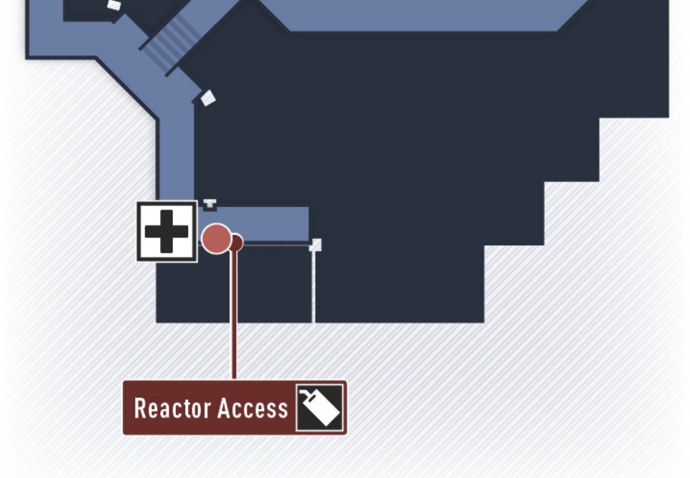

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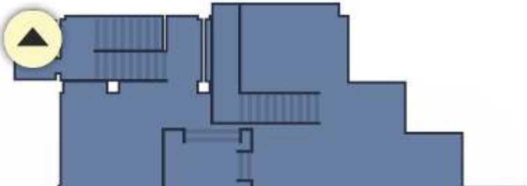
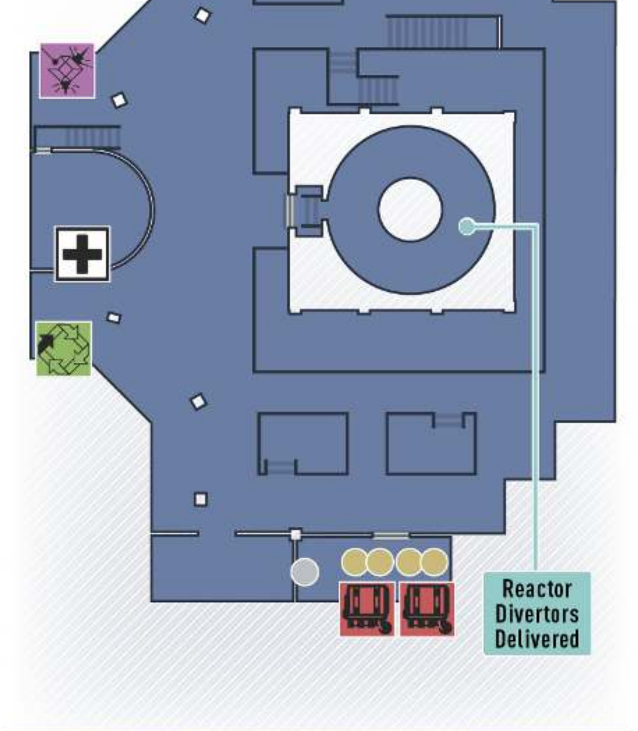
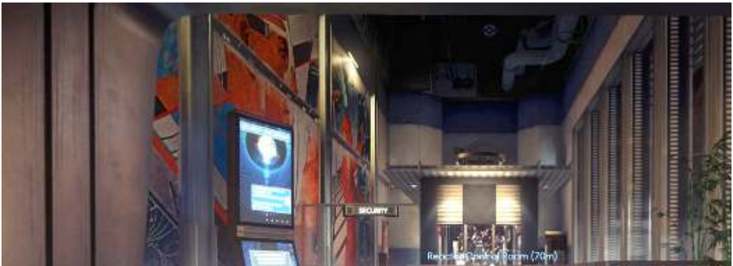




FOYER

Now that you’ve made it to the Power Plant, you need to locate the Reactor Control Room. Mikhaila has provided you with a waypoint. Mikhaila is currently hiding, but can assist you over comms. In return, she could use your help.



ASSIST MIKHAILA ILYUSHIN

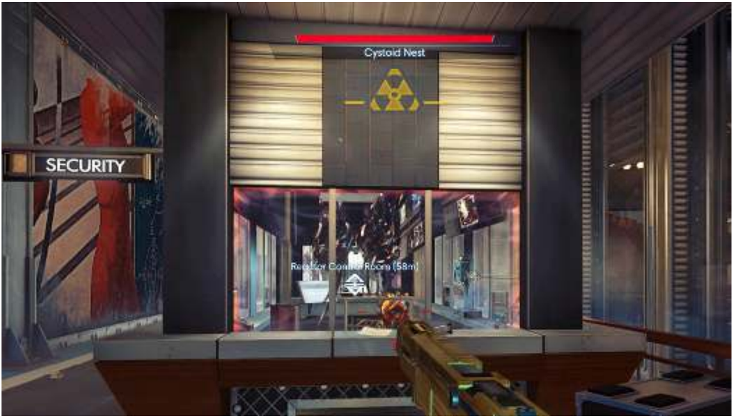
Objective Summary: Chief systems engineer Mikhaila Ilyushin is hiding in the coolant monitoring room of the Power Plant.

This objective is triggered shortly after entering the Power Plant. You can resume the objective once you reach the coolant monitoring station, where Mikhaila is hiding out.

SECURITY BOOTH

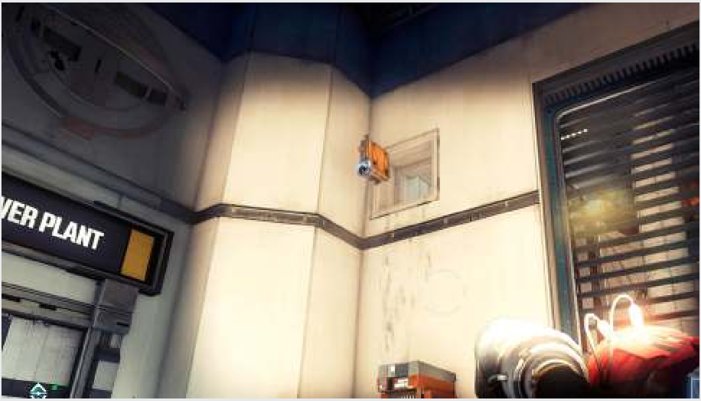
Notable Items	The Starbender Cycle: Book 5

The security booth here is filled with Cystoid Nests. Clear the booth quickly by tossing a Recycler Charge through the door. The security station in the booth is locked, but you can access it if you have the Hacking II ability. Accessing the security station allows you to download the Power Plant map. You can also unlock the door leading to the adjoining corridor by accessing the Engineering Control tab under Utilities. Be sure to read the 5th volume of The Starbender Cycle series while you're in the booth



ALTERNATIVE ENTRY

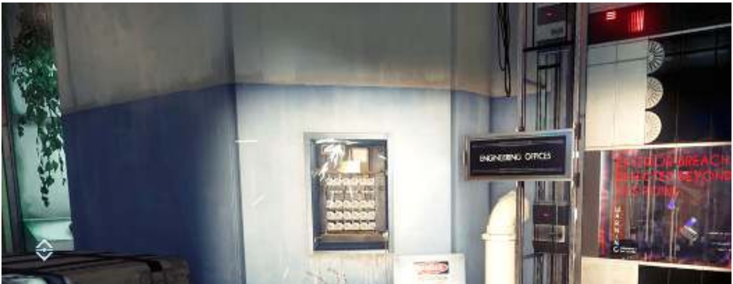
If you don't want to hack the security station to unlock the door, open the maintenance access panel above the Operator dispenser. The duct beyond the panel leads to the same corridor as the door.



GRAV SHAFT CORRIDOR

Notable Items:
Audio Recording: Grounding Resistor

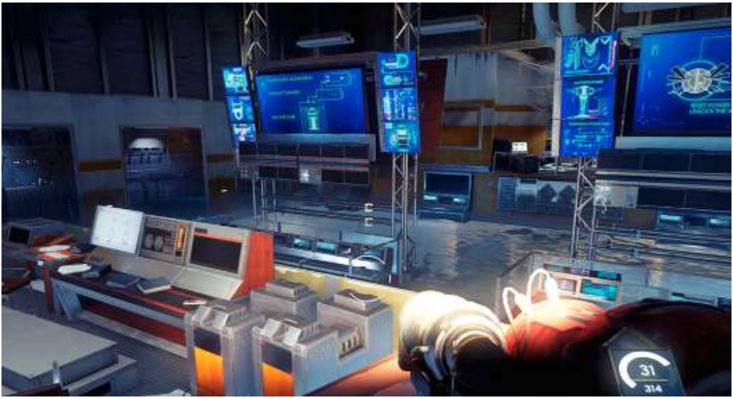
Step into the corridor and search the bodies of Brenda Cabrera and Lan Nguyen for supplies. Lan Nguyen has a TranScribe containing an audio recording. There's a Greater Mimic hiding nearby, so be ready to immobilize it with your GLOO Cannon. Repair the Grounding Resistor next to Lan Nguyen and install it into the exposed panel next to the Engineering Offices door. While this doesn't open the door, it restores power to the offices, allowing you to access this area from the station's exterior.



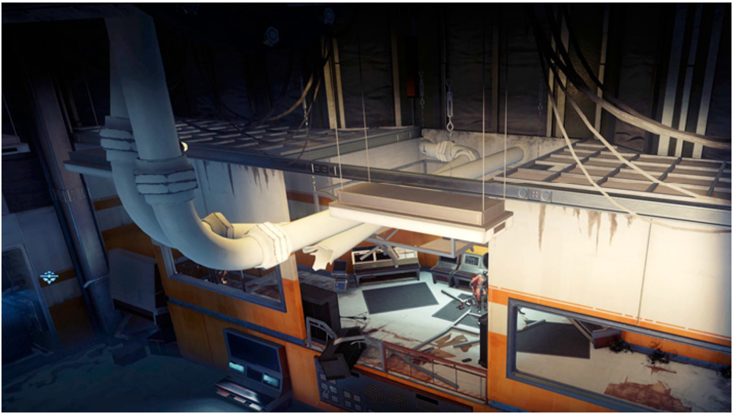
MONITORING

Notable Items:
Neuromod
Silenced Pistol
Scope Chipset
EMP Charge
Audio Recording: Big as Vegas
Audio Recording: Keycode Change: Parts Storage
Keycode: Parts Storage
Typhon Lure Fabrication License

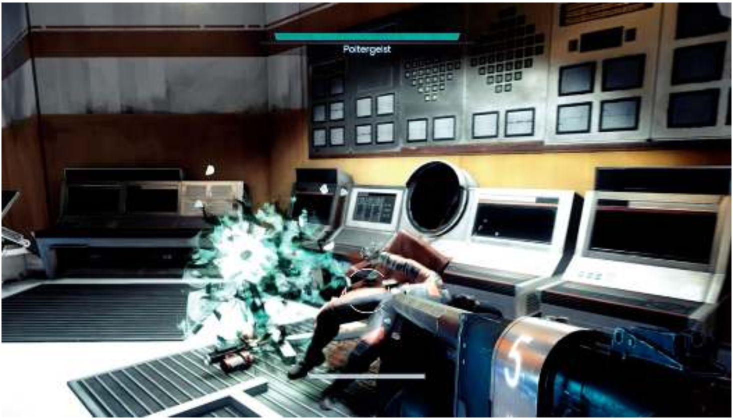
Before descending the Grav Shaft, approach the Monitoring room. There's a malfunctioning electrical junction just inside the doorway. Before entering, coat the floor with GLOO to provide an insulated layer for you to stand. Rush inside, standing on your GLOO deposits, and immediately smother the electrical junction with GLOO—make sure you have full health before entering in case you get shocked. Once the electrical junction has been covered in GLOO, conduct the necessary repairs. Once the sparks have stopped, grab Emmanuel Mendez's TranScribe and access his workstation to read a couple of emails.



The Monitoring room is occupied by a Poltergeist, located on the far side of the room. The center of the room is partially flooded and the water is electrified, preventing you from crossing directly. So wait for the Poltergeist to hit you with a Lift Field attack. As you rise into the air, maneuver to one of the beams or conduits running above the flooded portion. Pause atop one of the large consoles in the center of the room and shoot the Cystoid Nests near Duncan Krassikoff's body. Once the area is clear of Cystoids, glide toward Krassikoff, using your propulsion system.



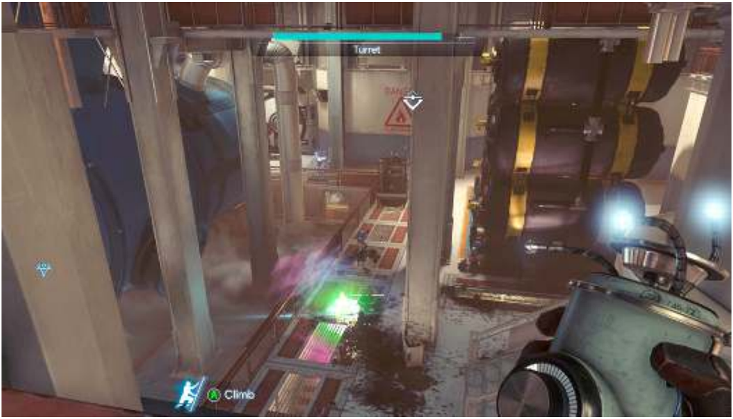
Before searching Krassikoff, deal with the Poltergeist and any remaining Cystoids—the Shotgun works well at this range. Search Krassikoff to retrieve a Neuromod, a Typhon Lure fabrication license, and a TranScribe. Listen to the audio recording on the TranScribe to recover the keycode to the Parts Storage room. You can also read a few emails on Matthew Connolly's workstation. Carefully cross the room by maneuvering back across the pipes and beams. Exit Monitoring and enter the Grav Shaft to access the Coolant Chamber.



COOLANT CHAMBER

Notable Items:	GLOO Cannon	Turret (4)

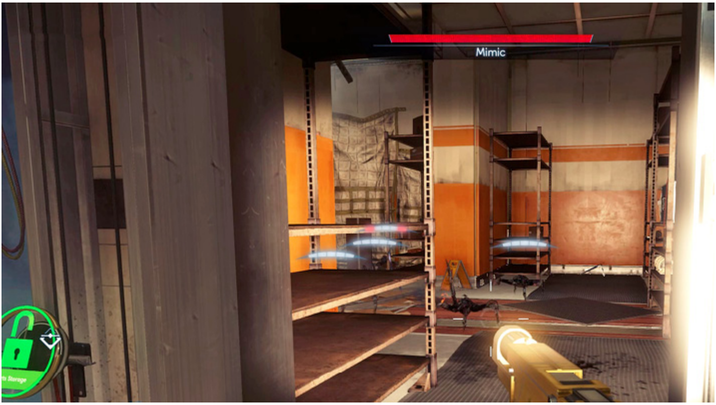
The sound of rapid gunfire can be heard as you enter the Coolant Chamber—two sets of turrets are engaging a mix of Mimics and Phantoms on the floor below. Stay on the upper level catwalk and toss a Typhon Lure onto the floor below, just in front of the turret sets. The Typhon Lure attracts the Mimics, giving the turrets a better chance of wiping out the swarm. Among the enemies are a Phantom and Voltaic Phantom. Toss an EMP Charge at the Voltaic Phantom, then engage both Phantoms with the Q-Beam. If necessary, drop to the lower level to hunt down and eliminate these threats.

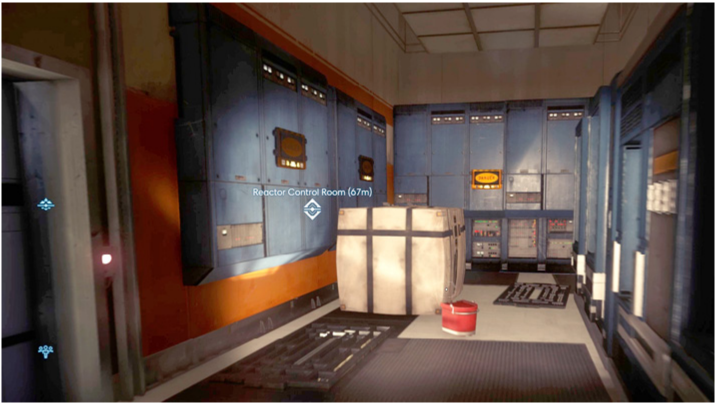


PARTS STORAGE

Notable Items:
Neuromod (2)
Recycler Charge
Wrench Fabrication License
GLOO Cannon Fabrication License
Grounding Resistor (4)
Turret

Once the Coolant Chamber is clear, use the keycode retrieved from Duncan Krassikoff's TranScribe to open the door to Parts Storage—the entrance is located on the upper level. Open the door and toss a Typhon Lure inside to attract several Mimics. As the Mimics gather around the lure, toss a Recycler Charge at the large group to instantly wipe them all out. Finish off any survivors with your weapon of choice. Search the shelves on the first floor to retrieve a Neuromod, a Recycler Charge, and fabrication licenses for a wrench and GLOO Cannon. The shelves also hold a few Grounding Resistors. If you were unable to fix the broken Grounding Resistor in the Grav Shaft corridor, use one of these to restore power to the Engineering Offices.





Drop through the hole in the floor to access the lower level. Here you find a turret and a destroyed Operator named Softshell. Loot Softshell to retrieve ammo for your Q-Beam and Disruptor Stun Gun.

Locate the cargo next to the room's door—there's a Neuromod in the crawlspace beneath the room. You can lift the cargo if you possess the Leverage III ability. But this crawlspace can also be accessed from the Coolant Chamber.

COOLANT CHAMBER DOOR

Notable Items:	Neuromod	Keycard: Coolant Chamber
	Q-Beam Cell Fabrication License	Audio Recording: Unconventional Leak Plugger

The door leading to the Reactor is locked. Mikhaila suggests searching for a keycard nearby. Use your GLOO Cannon to extinguish the large fire on the left side of the door to discover Talia Brooks' body. Search her to find the key for the locked door as well as a Neuromod, a Q-Beam Cell fabrication license, and a TranScribe.

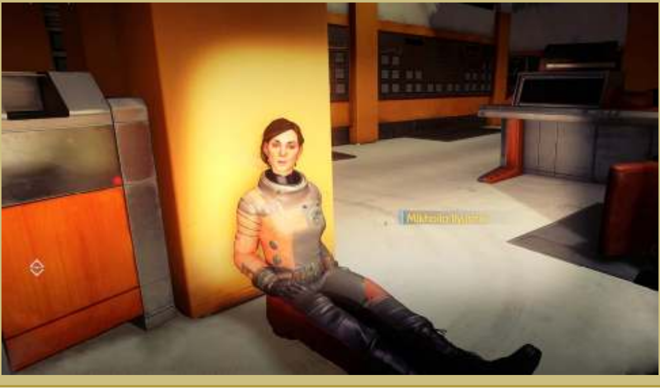
COOLANT MONITORING STATION

Notable Items:	Neuromod (3)	Typhon Lure (2)

As you unlock the Coolant Chamber door, a Phantom can be seen just ahead. Immobilize it with your GLOO Cannon, then take it out with your Shotgun. Mikhaila is hiding in the office on the right, along with three Neuromods and a couple of Typhon Lures. You can also hack into Lan Nguyen's workstation to read a couple of emails.

ASSIST MIKHAILA ILYUSHIN (CONTINUED)

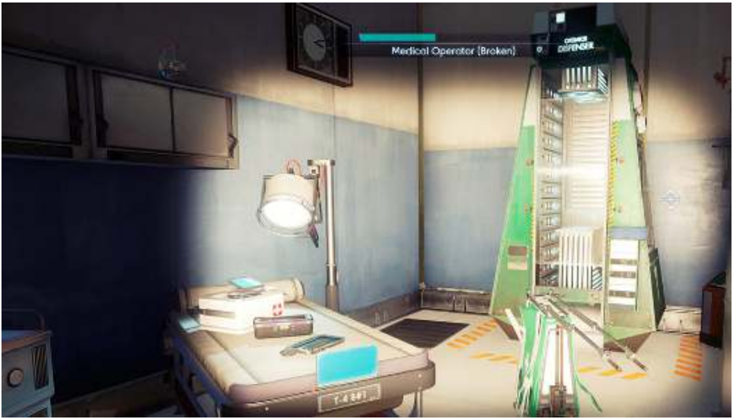
Mikhaila isn't in good shape. She needs her medication from her office. But her office can only be accessed from the station's exterior due to a hull breach. You can't access the exterior until the reactor has been rebooted. From the moment you speak to Mikhaila, a timer starts, giving you two hours to retrieve her medication. Mikhaila will die if she doesn't receive her medication within this two-hour period. This is ample time to reboot the reactor and locate her medication. You can resume this objective once you reboot the reactor.



MEDICAL BAY

Notable Items	Anti-Rad Pharma Fabrication License

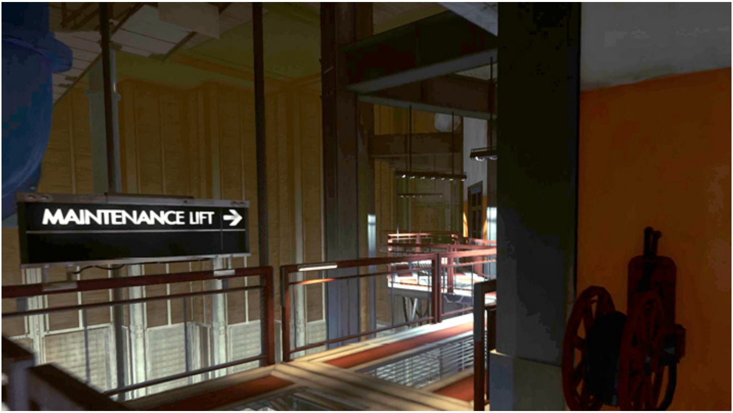
If you're low on health, visit the Medical Bay. Here you can either repair a broken Medical Operator or deploy a new one from the Operator dispenser. It's a good idea to fully heal before entering the Reactor. Search the examination table here to retrieve an Anti-Rad Pharma fabrication license, a Medkit, and a Psi Hypo.



REACTOR

Notable Items:
Neuromod (2)
Suit Chipset
Keycard: Atmosphere Control Room
Keycard: Reactor Access
Audio Recording: Reactor Divertors Delivered
Divertor

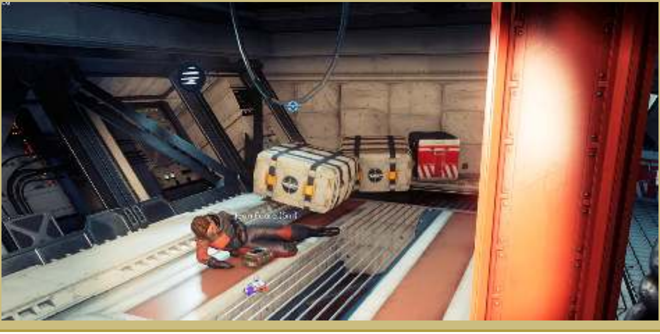
Descend the Grav Shaft in the Coolant Monitoring Station to access the reactor. You enter on the top floor of this massive chamber. Before approaching the control room, follow the catwalk to the right, heading toward the maintenance lift. This is a good time to locate Jean Faure, the missing engineer from Life Support.



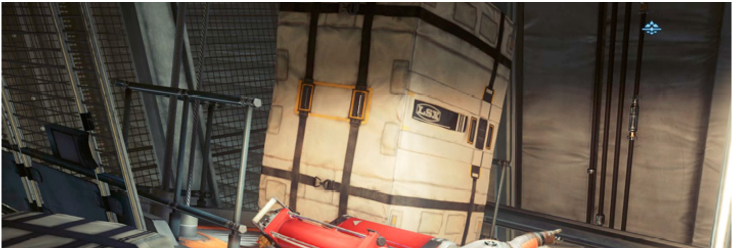
MISSING ENGINEER (CONTINUED)

Jean Faure is located in a duct within the maintenance lift's shaft. The door to the shaft is locked on the top floor, so drop to the catwalk below, to Level B3, using your propulsion system to slow your descent. On Level B3 you can open the door to access the maintenance lift's shaft. Using your GLOO Cannon, fire a horizontal line of GLOO along the shaft's opposite wall and jump and glide over to it. Once on the GLOO in the shaft, turn around, and fire another horizontal line of GLOO on the opposite wall. By making progressively higher ledges of GLOO in the shaft, you can ascend and reach the duct.

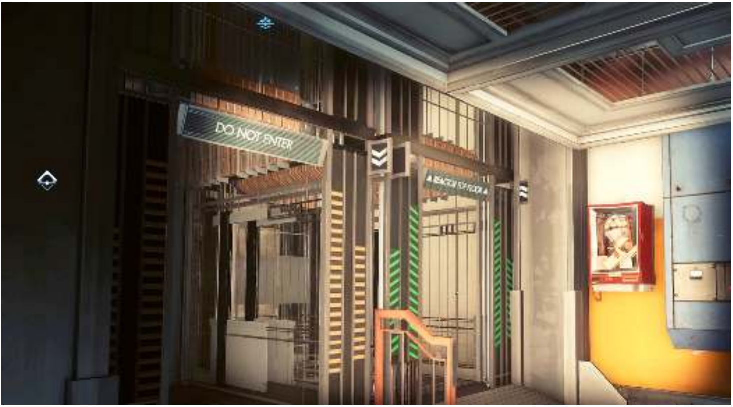
Enter the open duct at the top of the shaft to locate Jean Faure. Beware of a Phantom and Mimic hiding somewhere in the duct. Grab the Neuromod and Suit Chipset next to Faure, then search her body to recover a keycard to the Atmosphere Control Room in Life Support. The nearby supply crates contain a Neuromod and a Recycler Charge. You can resume this objective when you return to Life Support.



Exit the duct and use your propulsion system to descend to the disabled lift in the maintenance shaft. Here you find the body of Nicholas Stillwater. Search him to retrieve a Neuromod and the Reactor Access keycard. This gives you access to the Reactor Control Room. There’s also a Divertor next to his body. This can be used to repair the reactor.



Before accessing the Reactor Control Room, take a moment to explore the ground floor. The control room is flanked by a Recycler and Fabricator. Both machines are broken but can be repaired. Locate the Grav Shaft in the corner and conduct repairs. This will allow you to make a quick escape once the reactor is back online.

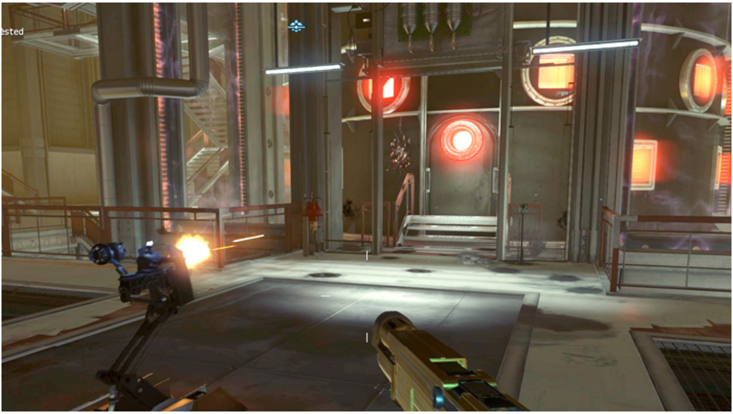


SECURE STORAGE ROOM

Notable Items:	Divertor	Weapon Upgrade Kit	Turret (4)

A locked cage-like storage room is on the perimeter of the ground floor. While the keypad can be hacked, you can also use Mimic Matter to transform yourself into a small object and slip through a small opening in the cage, just to the right of the door. If you don't have either ability, you can retrieve the keycode later from Mikhaila. There are four turrets inside this room along with a Weapon Upgrade Kit and a Divertor. The Divertor can be used later to repair the reactor—leave it here for now.

Take one of the turrets from the storage room and deploy it in front of the Reactor. The entrance to the reactor is blocked by multiple Cystoid Nests. Open the door to the reactor by pushing the nearby button, then back away as the turret engages the Cystoid Nests and emerging Cystoids. Assist the turret by firing at the nests and Cystoids with your pistol of choice. Clearing a path to the reactor now will save you time later.



REACTOR CONTROL ROOM

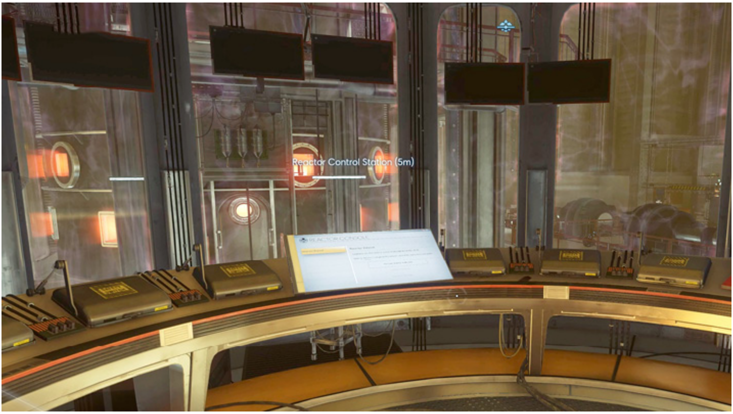
Notable Items:
Nullwave Transmitter
EMP Charge
Keycode: Reactor Room

Use the keycard retrieved from Nicholas Stillwater to open the door to the control room. Alternatively, you can enter through the control room's roof (but you'll need Leverage III to remove a hatch). Collect a few items in the control room, including a Medkit, some Anti-Rad Pharma pills, assorted ammo, a Nullwave Transmitter, and an EMP Charge. Access the reactor console and select the Access Safety Switches button. This causes six safety switches flanking the console to open. Rebooting the reactor requires you to activate the safety switches in a particular order, referenced in the Reactor Emergency Procedures manual:

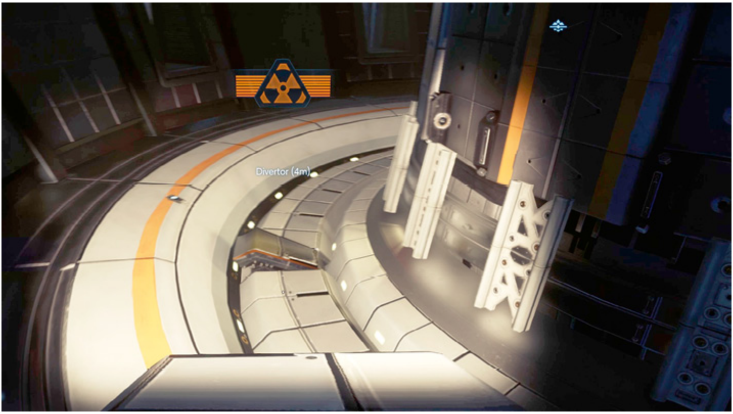
1. Magnetosphere
2. Substation Power Grid

3. Photovoltaic Rings
4. Gravity
5. Life Support
6. Main Reactor

Once the safety switches have been activated in this order, select Initiate Reboot from the console. But something goes wrong during the reboot sequence, causing the station to violently shudder. Mikhaila reports that there's likely a problem with one of the Divertors. She sends you the keycode to the Secure Storage Room.



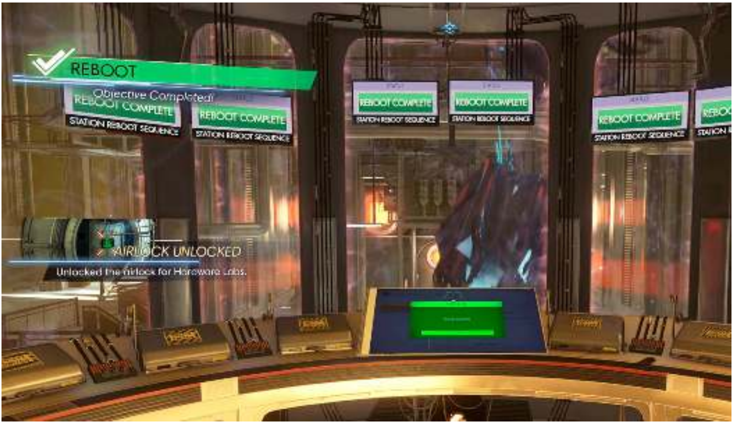
Grab the Divertor from the Secure Storage Room and enter the reactor. The Divertor near Nicholas Stillwater's body can also be used to repair the reactor. Locate the damaged Divertor and remove it, replacing it with the new one. You can also repair the damaged Divertor, but why waste the spare parts? Before leaving, grab Nicholas Stillwater's TranScribe next to the damaged Divertor.



RADIATION POISONING

Entering the reactor exposes you to harmful levels of radiation. Upon exiting the reactor, consume Anti-Rad Pharma pills to treat radiation poisoning. If you don’t already have these pills you can find some in the control room.

Return to the control room and select Resume Reboot from the console. Your repairs seem to have worked as the reactor comes back to life. This ends the station lockdown initiated by Alex. The main lift is now accessible along with all the airlocks you previously opened. Mikhaila reports that the station is back online, but she’s noticing leaks in the Coolant Chamber. She advises caution on your way back.



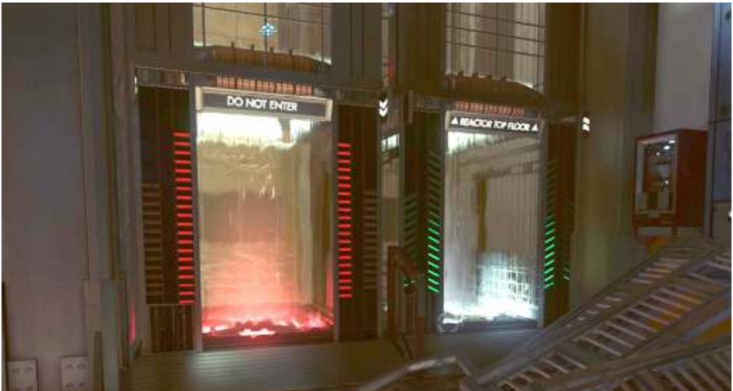
REBOOT

Objective Completed!

AIRLOCK UNLOCKED

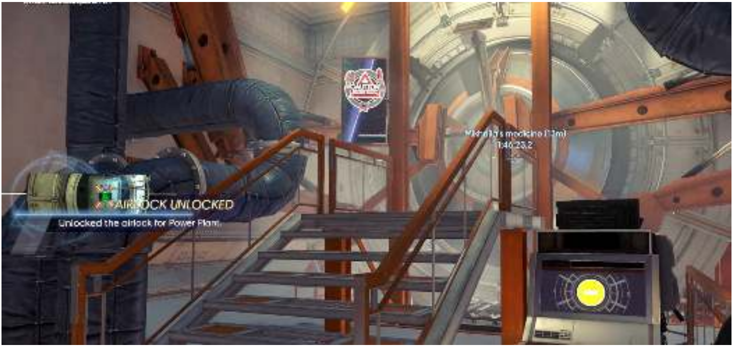
Unlocked the airlock for Hardware Labs.

Two Technopaths appear outside the control room, wielding the turrets from the Secure Storage Room. Don’t bother engaging these enemies. Instead, sneak toward the Grav Shaft and make a beeline for the reactor’s exit. Along the way, Alex chimes in to congratulate you on your resourcefulness. He promises not to get in your way anymore and asks you to come to his office in the Arboretum.



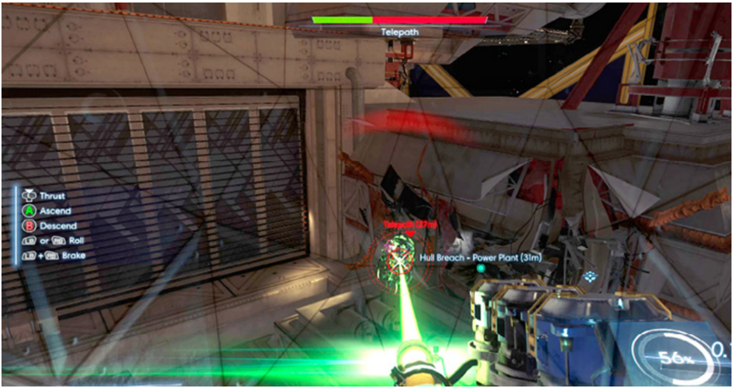
AIRLOCK

Return to the Coolant Monitoring Station and approach the Power Plant's airlock. It's time to retrieve Mikhaila's medication in her office. Disengage the airlock's internal lock and proceed to the station's exterior.



TALOS I EXTERIOR

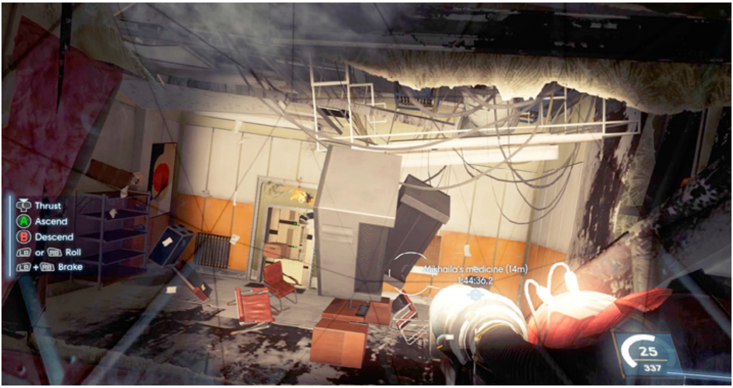
As you exit the Power Plant, watch out for Cystoid Nests attached to the station's bulkhead. Use your GLOO Cannon to take out the nest and the emerging Cystoids. Follow the waypoint marker toward the Engineering Offices, but beware of a Telepath patrolling nearby. Toss a Nullwave Transmitter at the Telepath, then take it out with your Q-Beam.



MIKHAILA’S OFFICE

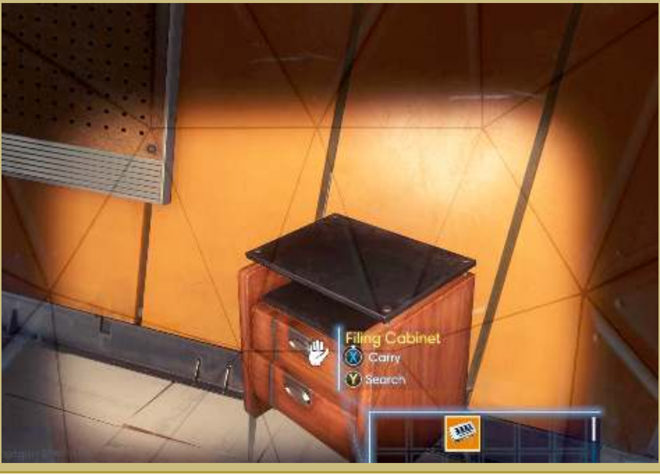
Notable Items:
Neuromod
Weapon Upgrade Kit
Mikhaila’s Booster Shots

Locate the hull breach leading into the Engineering Offices and pause outside to engage multiple Cystoid Nests. Don’t enter until all the nests and Cystoids have been eliminated. If you’re having trouble spotting all the Cystoids, toss in a Typhon Lure to attract them.



ASSIST MIKHAILA ILYUSHIN (CONTINUED)

Mikhaila's medication is stored in the wooden filing cabinet within her office. Retrieve the booster shots and take a moment to search her office for more supplies, including a Neuromod. You can also access her workstation to read a couple of emails, including one from Morgan.

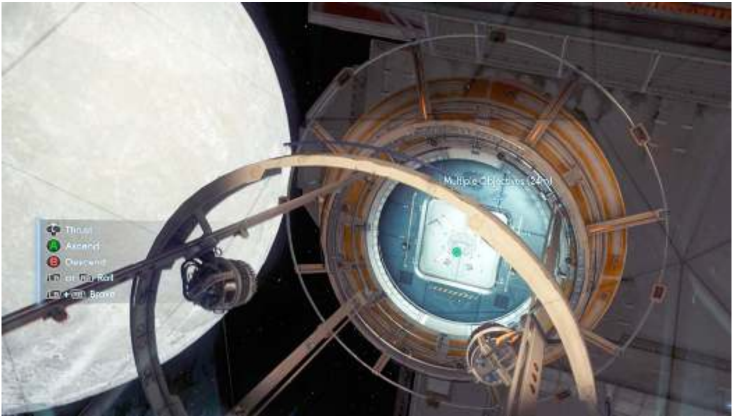


ENGINEERING OFFICES

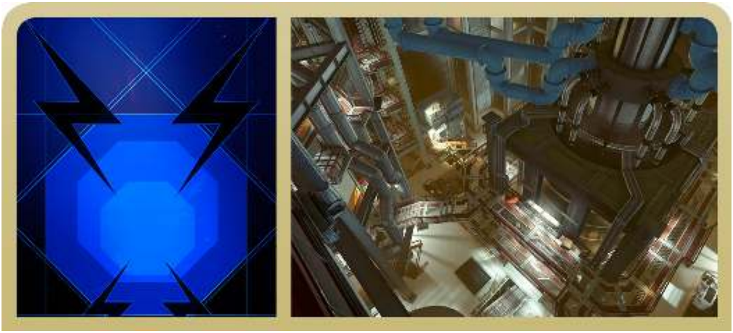
After searching Mikhaila's office, exit into the adjoining corridor to collect two more Neuromods. You can also search Talia Brooks' office to gather a couple of Psi Hypos.

Thrust
A Ascend
B Descend
LB or RB Roll
LB + RB Brake

After searching the Engineering Offices, return to the Power Plant. Along the way, you may be contacted by Dr. Igwe, assuming you saved him. Igwe is in your office and has met January. You can meet with Dr. Igwe later. For now, focus on helping Mikhaila.



POWER PLANT



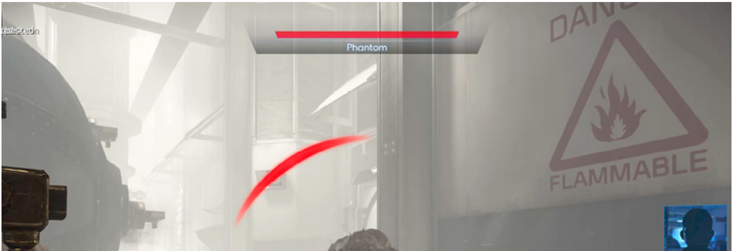
COOLANT MONITORING STATION

ASSIST MIKHAILA ILYUSHIN (CONTINUED)

Return to Mikhaila's location in the Coolant Monitoring Station and help her inject her booster shot. This saves her life and completes this objective. You also earn the A Friend in Need achievement/trophy. Now that Mikhaila has recovered she can help you by offering you more objectives and rewards. But for now, leave her behind. She'll contact you later.

COOLANT CHAMBER

Now that the station is back online, you need to go find Alex in the Arboretum. The quickest path is via the station's exterior, exiting the Power Station's airlock and entering the Arboretum through its airlock. But consider traveling through Life Support and the Talos I Lobby to address the Missing Engineer and Talos Smuggling Ring optional objectives. This leads you back through the Coolant Chamber. As Mikhaila warned, this chamber is experiencing leaks, resulting in the release of a cloudy, explosive gas. To make matters worse, the area is patrolled by Phantoms. Avoid the Phantoms by sneaking through Parts Storage, climbing through the hole in the ceiling to reach the upper level. If you're spotted by a Phantom, immobilize it with your GLOO Cannon and rush toward the exit. Avoid using firearms, the Disruptor Stun Gun, or the Q-Beam in this room—doing so will result in a lethal explosion. Make your way to the Grav Shaft and proceed to Life Support.



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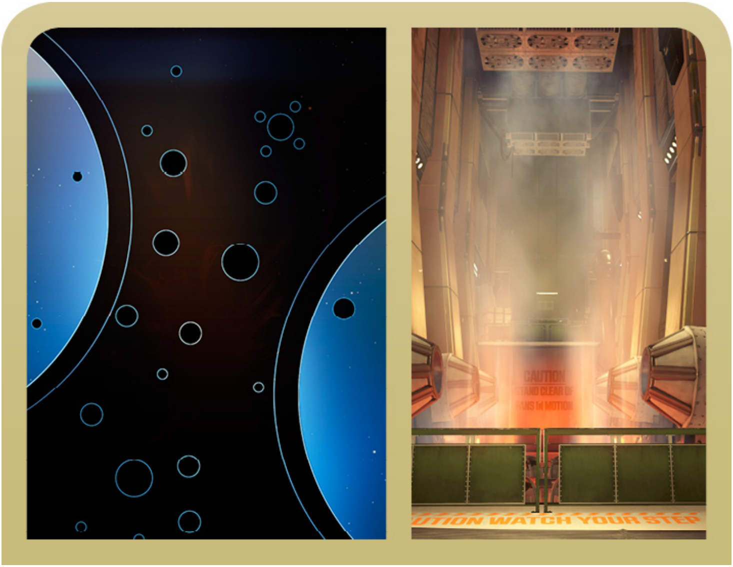
LIFE SUPPORT



ATMOSPHERE CONTROL

MISSING ENGINEER (CONTINUED)

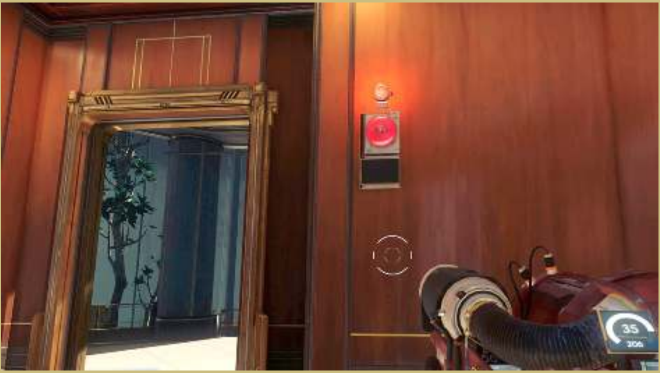
On your way through Life Support, stop in Atmosphere Control. There may be more Thermal Phantoms here, so be careful. Proceed to Air Filtration Control and use the keycard you retrieved from Jean Faure to open the door to the Atmosphere Control Room. Search the locker in this room to retrieve a Neuromod and other supplies. Entering this room completes this objective. Exit Atmosphere Control and continue your journey back to the Arboretum via the main lift.

MISSING ENGINEER
Objective Completed!

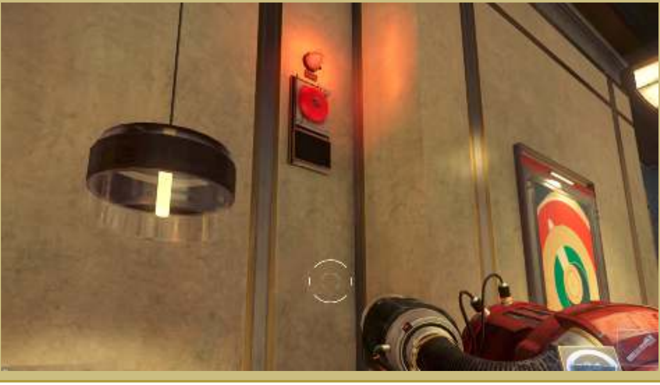
TALOS LOBBY

TALOS SMUGGLING RING (CONTINUED)

On your way to the Arboretum, make a quick stop in the Talos I Lobby to locate a couple of smuggling caches. One cache is located in the TranStar Exhibit. Look for the red alarm bell near the Neuromod display you looted earlier. Use your GLOO Cannon to create a step, then climb toward the alarm and hit the bell three times with your wrench to open a secret safe containing a Neuromod and two Recycler Charges.



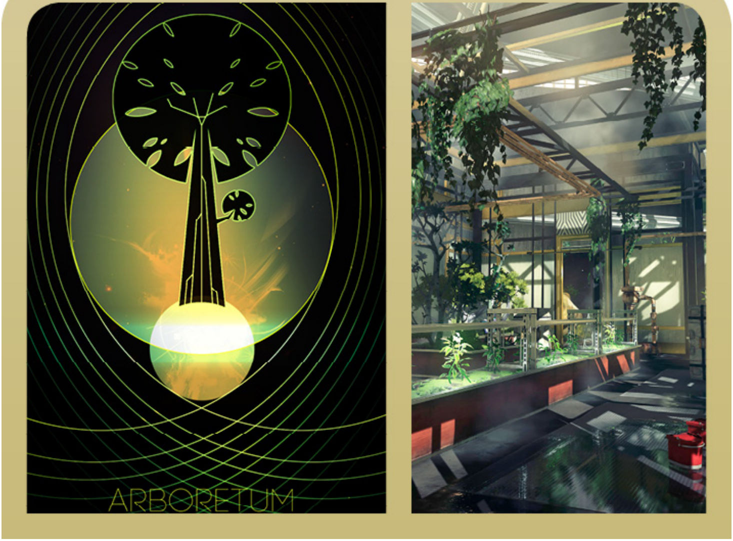
Cross the Lobby toward the restrooms. Here you find another alarm bell in the corridor outside Employee Orientation. Create and climb atop a GLOO deposit just beneath the alarm. Hit the bell three times with your wrench to open a hidden safe containing a Neuromod and two Psi Hypos. You can now resume your journey to the Arboretum via the main lift.



PSYCHOPATH: SHOWING INITIATIVE

If you killed Sarah Elazar and all of her security officers in the Cargo Bay, you're considered a psychopath making you eligible for the Showing Initiative optional objective. Alternatively, you can kill Sarah, Mikhaila, and Dr. Igwe to achieve the same psychopath status. You need to be flagged as a psychopath before Commander Dahl arrives on the station to get the Showing Initiative objective. Dahl will ask you to hunt down and kill several crew members, and then invite you to the Shuttle Bay. However, this is a trap. Dahl intends to kill you all along.

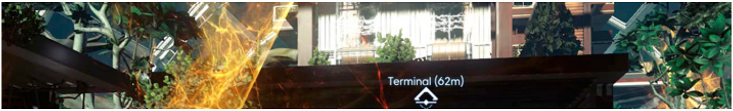
ARBORETUM

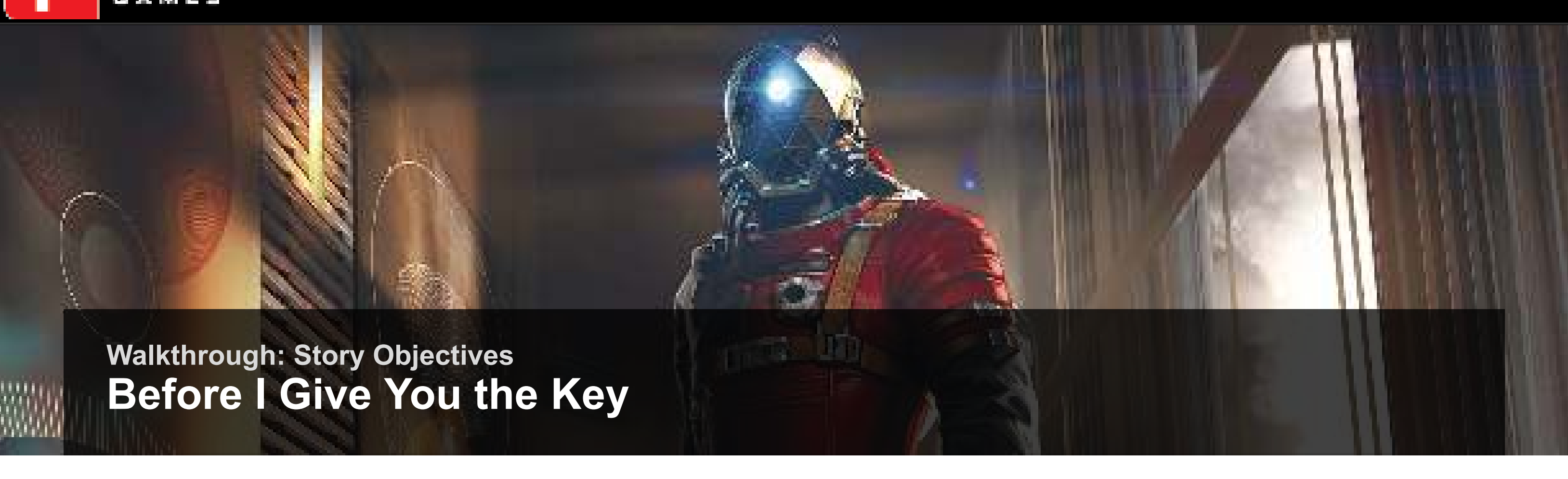


ALEX'S OFFICE

Notable Items:
Neuromod (2)
Password: Alex Yu
Scope Chipset: Coral Detector 64Si

Upon your return to the Arboretum, Alex sends you the keycode to his Grav Shaft, making it easier to access his office. But watch out for enemies along the way. A Weaver is patrolling the area around the Grav Shaft. Toss a Nullwave Transmitter at the Weaver, then take it out with your Q-Beam before it can recover. Once the area is clear, input the keycode provided by Alex to unlock the Grav Shaft and ride it up to his office.





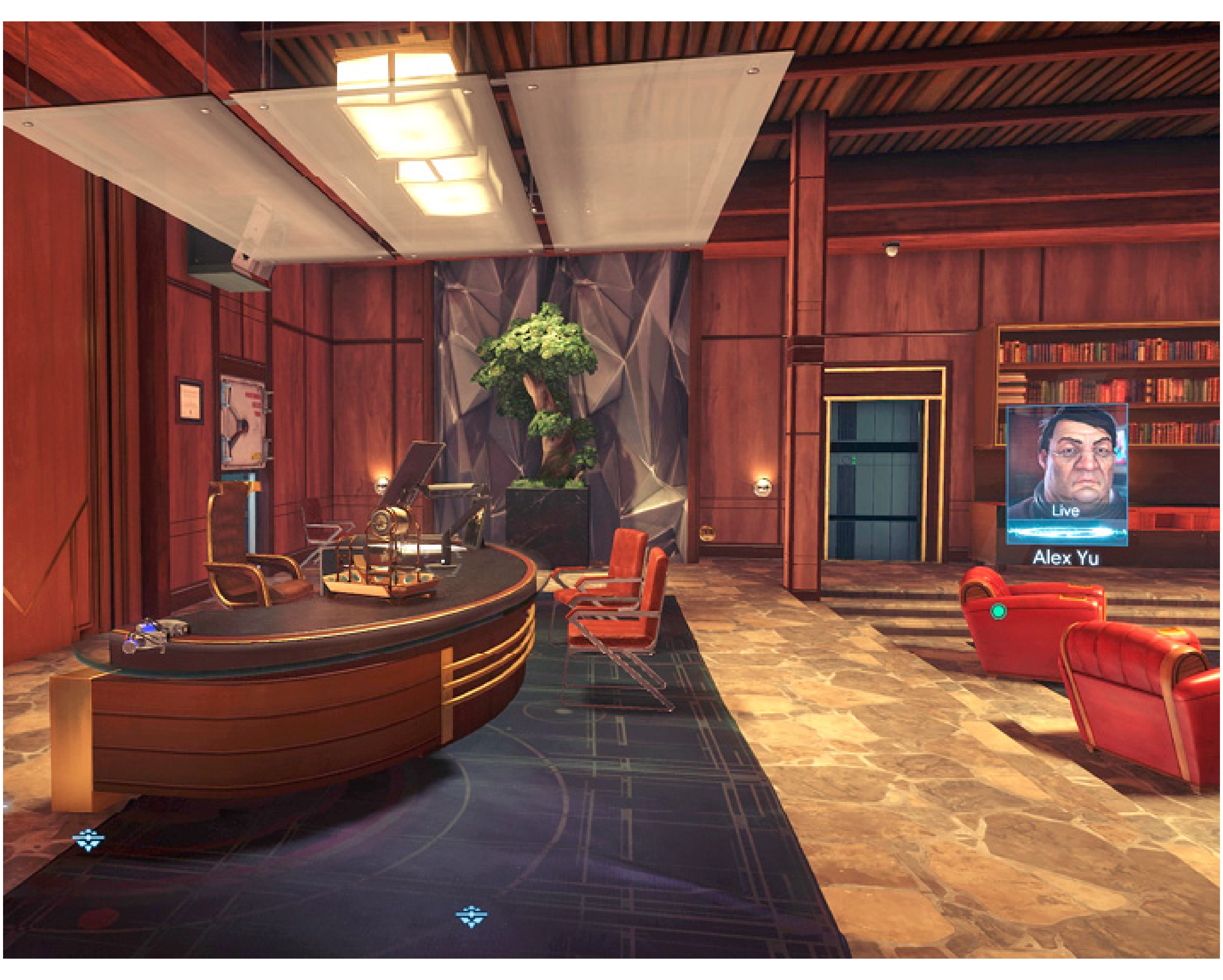
Walkthrough: Story Objectives

Before I Give You the Key

BEFORE I GIVE YOU THE KEY

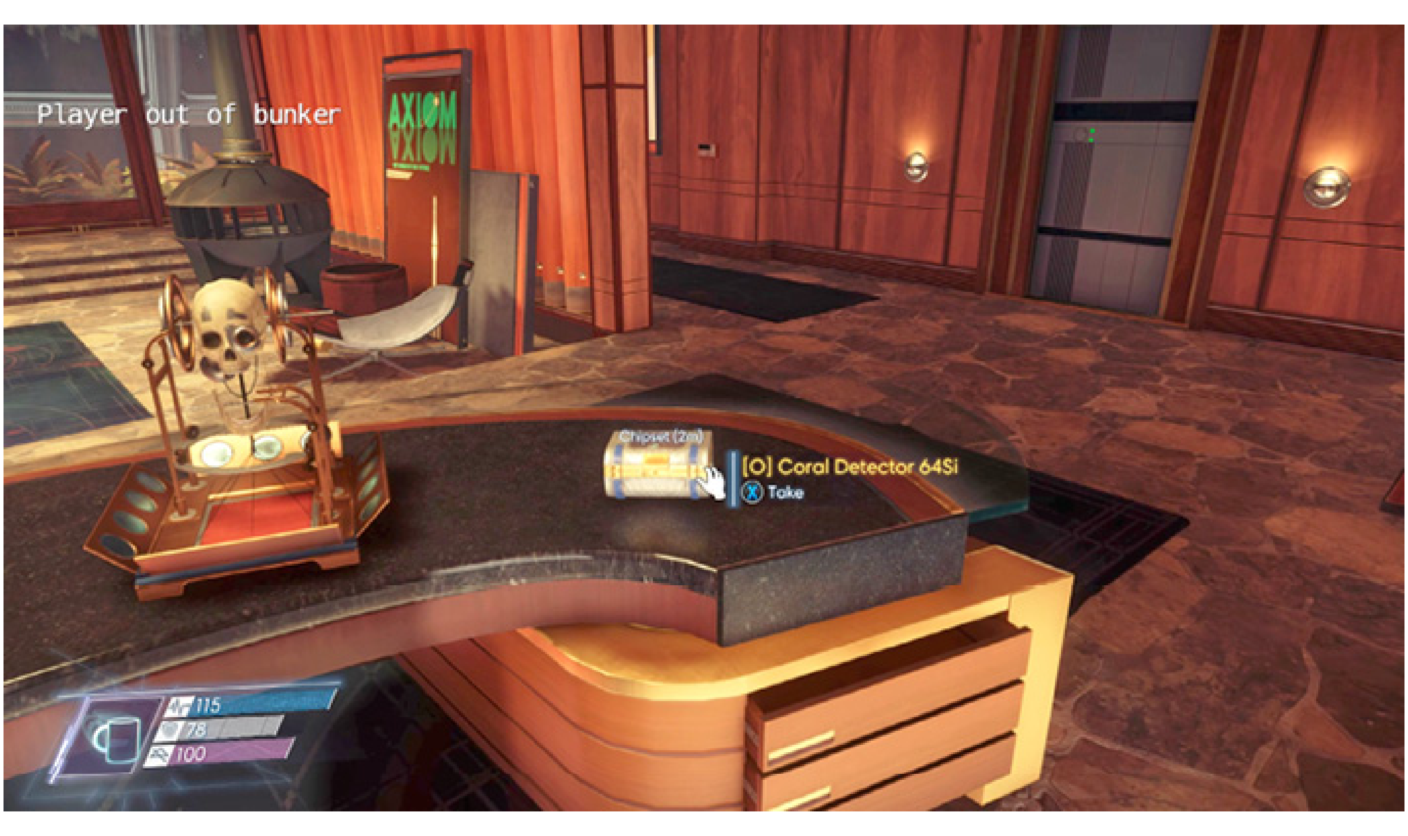
Alex said he would give me his Arming Key when I got to his office. He didn't show up, but asked me to watch a video instead. He said I'd understand once I saw it.

Alex isn't in his office, but he contacts you over comms, insisting he isn't trying to trick you. As a sign of goodwill, he's provided two Neuromods (on his desk) and sends you the password to his workstation. He wants you to watch a video. Under the workstations Utilities tab, select LG Controls to play the video on Alex's Looking Glass.



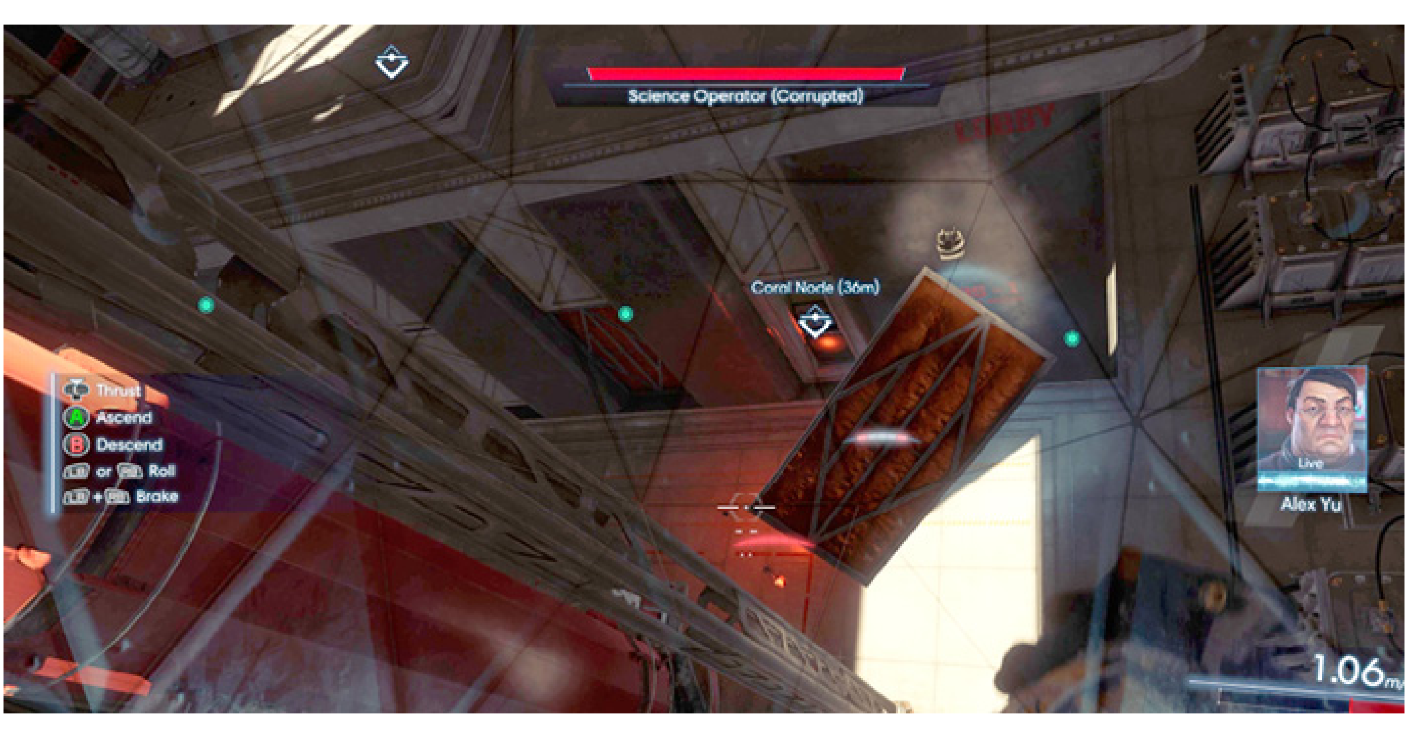
Turn to the Looking Glass screen behind Alex's desk to watch the video. This video features both Morgan and Alex. In this video, Morgan appears to be a more-than-willing subject in the Neuromod tests. Furthermore, Morgan appears to have identified a weakness in the Typhon ecosystem and has created a prototype device which can eliminate the Typhon in the event of a containment breach. Watching this video earns you the Dear Future Self achievement/trophy, requiring you to watch all videos left by Morgan.

Alex reports in after the video concludes. He says the device mentioned in the video is based on Nullwave technology. It's the only way to stop the Typhon without destroying the station and everything you've both worked for. But the research on the Nullwave device isn't complete. He needs you to conduct scans of the Coral outside the station. Once you do this, Alex promises to hand over his arming key. At that point you can decide the fate of Talos I. Retrieve the Coral Detector 64Si Scope Chipset emerging from a compartment in Alex's desk—you'll need to install this in your Psychoscope to scan the Coral. Proceed directly to the Arboretum's airlock and exit the station to conduct the necessary scans.

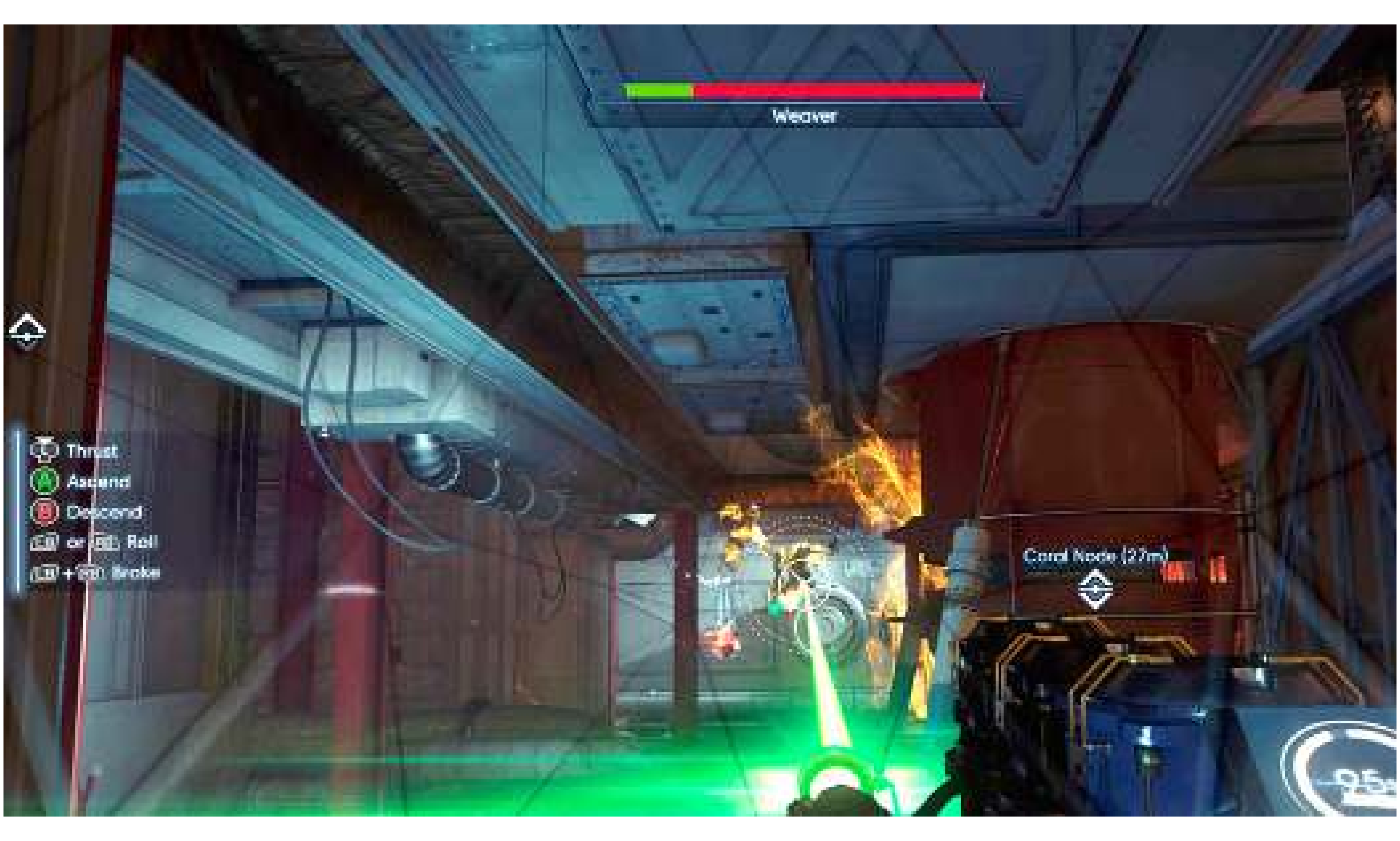


TALOS I EXTERIOR

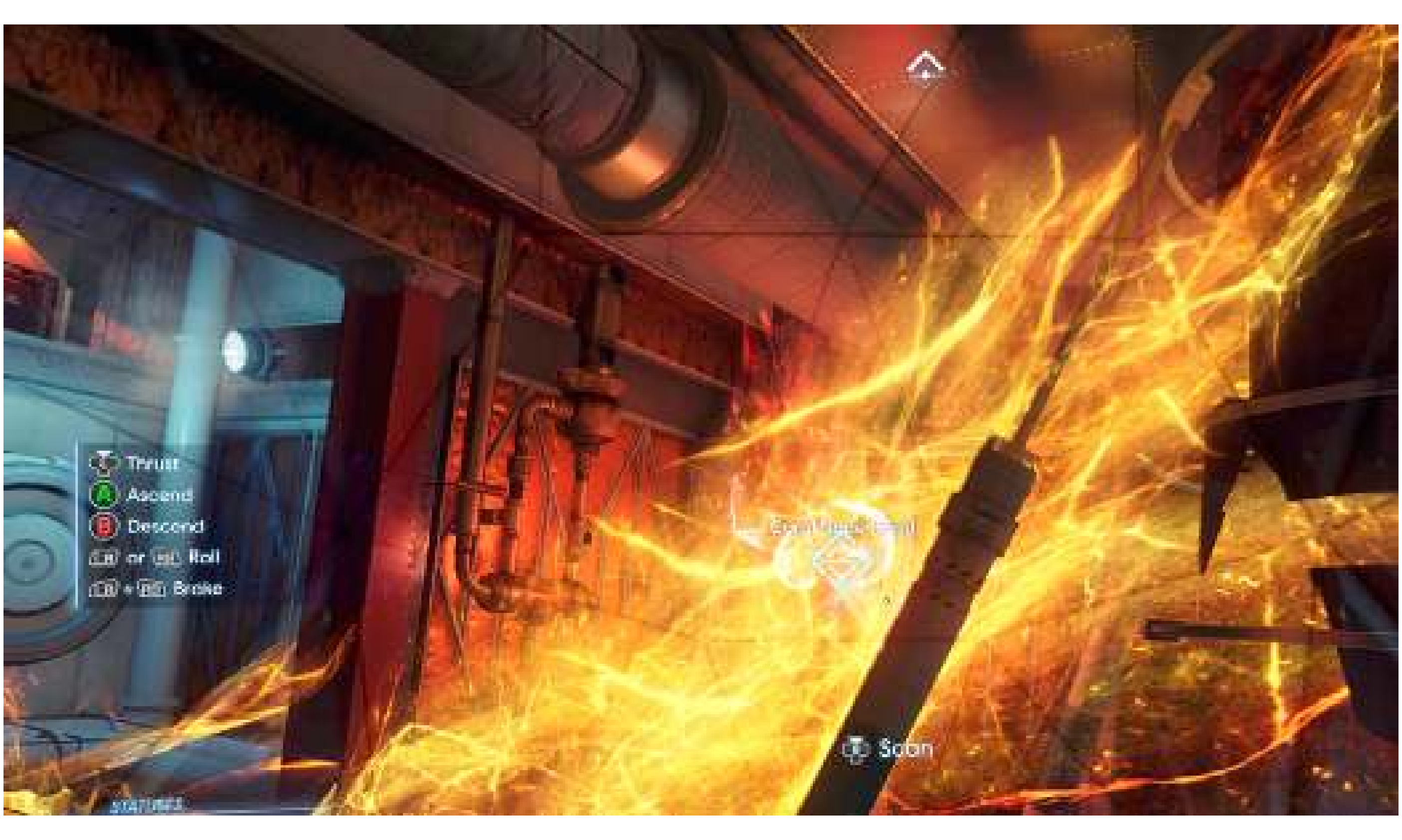
Once outside the station, locate the waypoint marker leading to the Coral Node and thrust toward it. Along the way, January casts doubt on the video you just viewed in Alex's Office—what were Morgan's true intentions and purpose? Which Morgan do you believe? In any case, January agrees that scanning the Coral is the best course of action since doing so will grant you access to Alex's arming key. The waypoint marker leads you to a hatch patrolled by a few corrupted Operators. Use your Disruptor Stun Gun to take them out. As you battle the Operators, Alex warns that there's been a recent launch from the Argus platform. He fears TranStar's board of directors have taken steps to address the Typhon outbreak. This is why he needs you to act quickly.



Peek through the open hatch to locate two Weavers and several Cystoids. Toss a Typhon Lure through the hatch in an effort to attract these enemies. Once they're gathered around the Typhon Lure, toss a Nullwave Transmitter at the Weavers to nullify their abilities, then kill them with the Q-Beam. Next, take out the Cystoids and any corrupted Operators before entering the hatch.



Follow the waypoint marker to the first Coral Node and scan it with your Psychoscope. Remember to install the Coral Detector 64Si Chipset if you haven't already. Once the scan is complete, follow a waypoint marker to a second Coral Node, located in the same chamber. With both scans complete, Alex urges you to return to his office so you can upload the scan data. Head back to the Arboretum airlock.

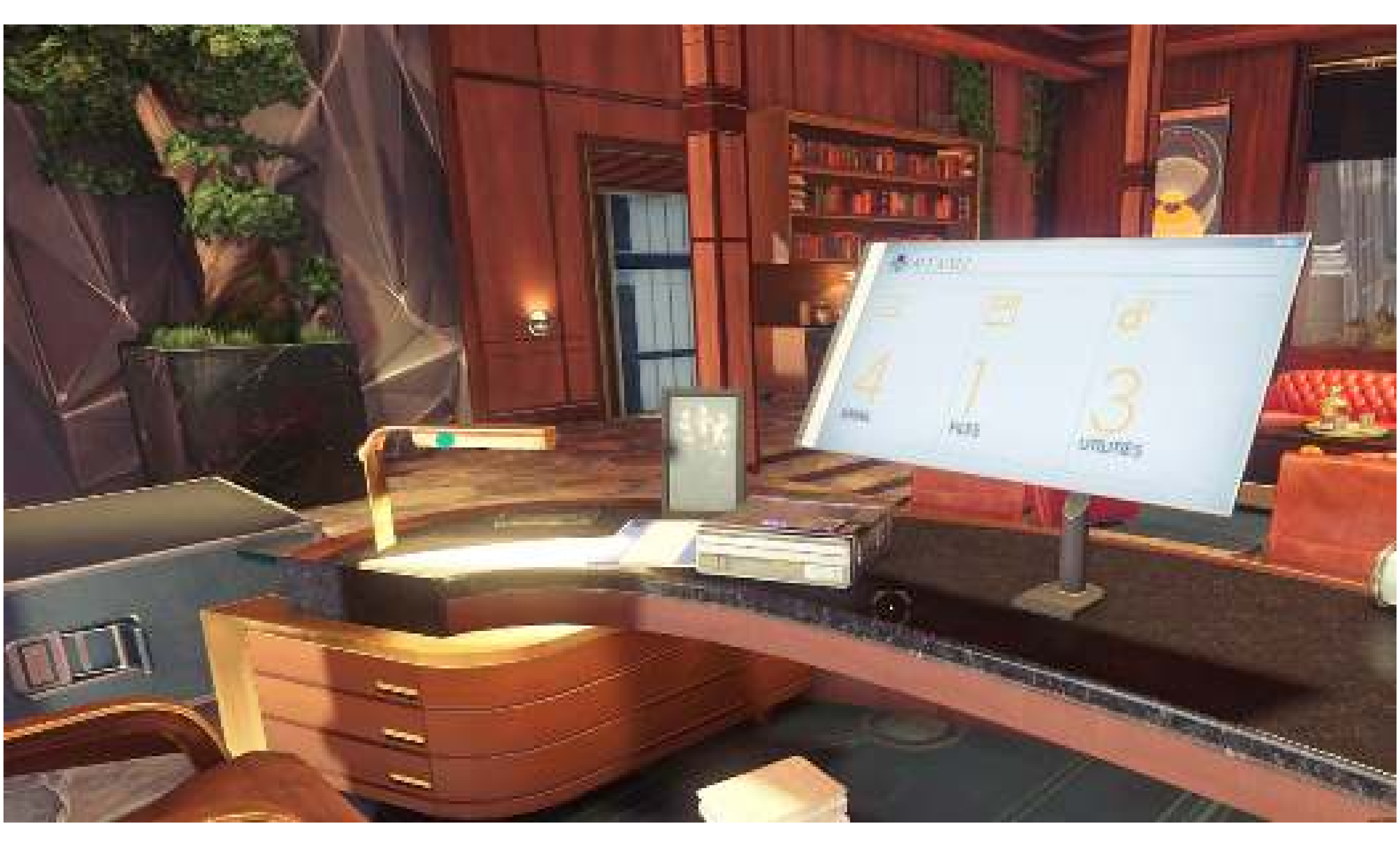


ARBORETUM

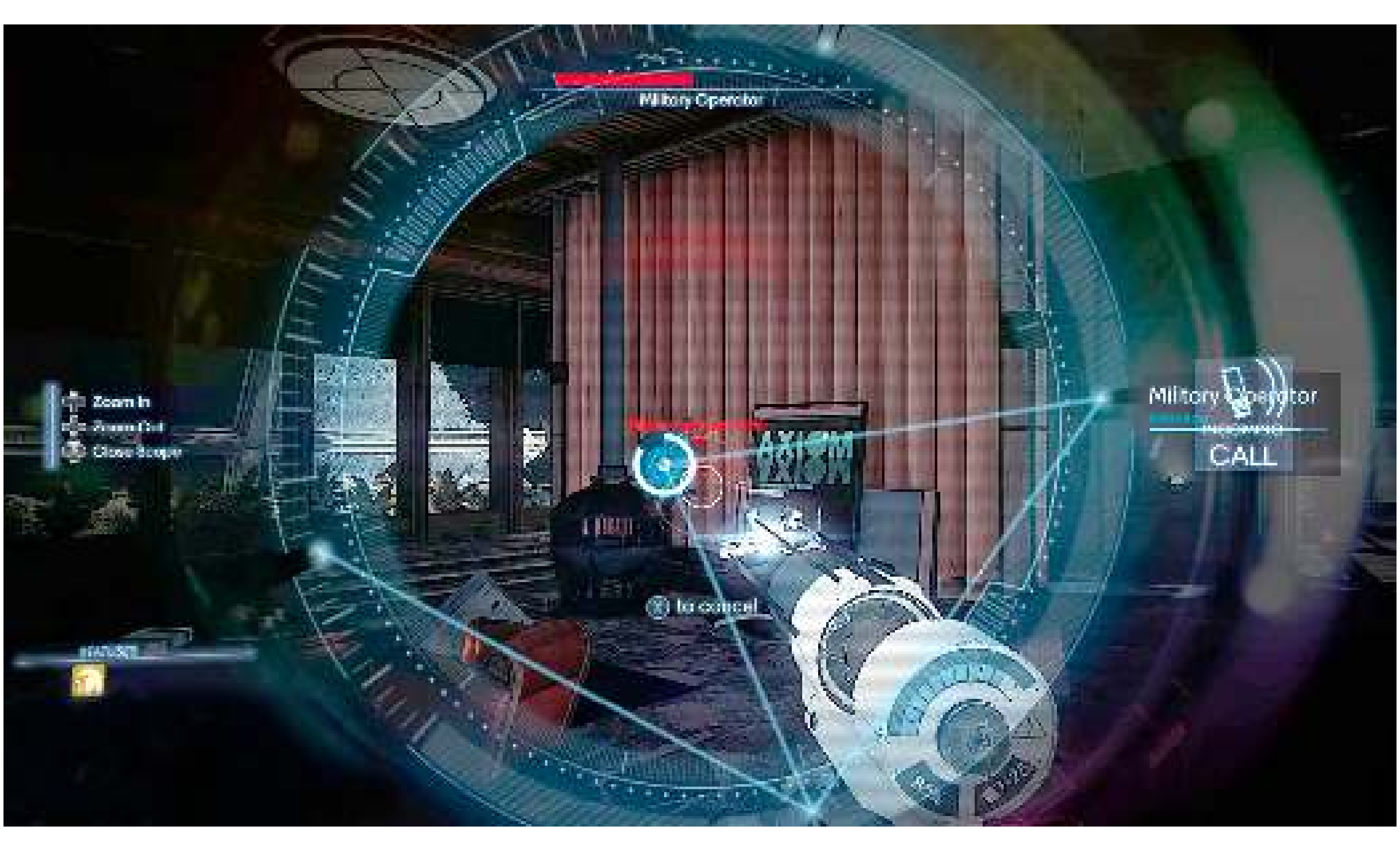
ALEX'S OFFICE

Notable Items:	Neuromod (3)	Anti-Rad Pharma Fabrication License	Typhon Lure

Alex fears that the Typhon will now sense you're a danger and attack more aggressively. To help, Alex has left three Neuromods, a Typhon Lure, and an Anti-Rad Pharma fabrication license on his desk. Before uploading the scan data, equip your Disruptor Stun Gun and apply all the upgrades you can to it. Also, make sure you have some EMP Charges in your inventory—things are about to get heated. When you're ready, access Alex's workstation and select the Coral Data Management tab under Utilities to upload your scan data.



The upload is interrupted by something named KASPAR. Suddenly, you hear a transmission over the station's loudspeakers. Commander Walter Dahl has arrived on the station under the direction of the TranStar board of directors. They have given him authority to take control of Talos I. This is what Alex feared. Turn your attention to the Military Operators entering Alex's office and immediately attack them with EMP Charges and your Disruptor Stun Gun. Military Operators are much more durable than their civilian counterparts. Plus, they're equipped with a powerful beam weapon capable of shredding your suit and health. Disable them with EMP Charges or your Disruptor Stun Gun. Keep hitting them with the Disruptor Stun Gun until they explode.



HACKING: MILITARY OPERATORS

If you possess the Hacking IV ability, you can hack the Military Operators, preventing them from attacking you. Instead, they will attack all hostile units for you, including Typhon. To hack a Military Operator, disable it with your Disruptor Stun Gun, then commence the hack. The game is paused while you're hacking, so don't worry about getting shot. Having a few Military Operators on your side can make survival a bit easier, helping draw attention away from you.

Walkthrough: Story Objectives

The Repo Man

THE REPO MAN

After I scanned the Coral for Alex, the data transfer was corrupted by Command Walter Dahl, an “HR Consultant” for the TranStar board of directors. Alex won’t meet with me because Dahl’s tech officer, KASPAR, is locking him out of the system. Dahl’s command shuttle should have the information on where to find the tech officer.

GHOSTING DAHL

Objective Summary: January told me Commander Dahl can use my tracking bracelet to find out where I am. I could deactivate my bracelet in Deep Storage. I’ll need to find the Personnel Tracking workstation and enter my ID number (0913).

Remember that tracking bracelet on your wrist? Commander Dahl can use it to track your movements through Talos I. It’s a good idea to disable the tracking bracelet as soon as possible. You can resume this objective once you reach Deep Storage.

Obtaining Alex’s arming key isn’t going to be as easy as first anticipated. Dahl’s arrival has complicated things, causing Alex to go into hiding. You’ll need to locate Dahl’s tech officer, KASPAR, before you can finish uploading the Coral Node scan data. KASPAR’s location is unknown, but perhaps there’s a clue aboard Dahl’s shuttle? But before heading to the Shuttle Bay, make a detour in Deep Storage to disable your tracking bracelet. Dahl has flooded the station with Military Operators, so keep your Disruptor Stun Gun equipped while transitioning from Alex’s Office to Deep Storage.

Military Operator

Workstation (17m)
Ⓧ to cancel

DEEP STORAGE

DEEP STORAGE

Like the Arboretum, Coral has expanded into Deep Storage since your first visit. Along with Coral, there may be some Phantoms lurking about. So be ready for a fight as you make your way to the Command Center. Along the way you are contacted by Dr. Igwe. He has some unconventional plans for Commander Dahl.

Phantom
Live
Dayo Igwe
57%

INCAPACITATE DAHL

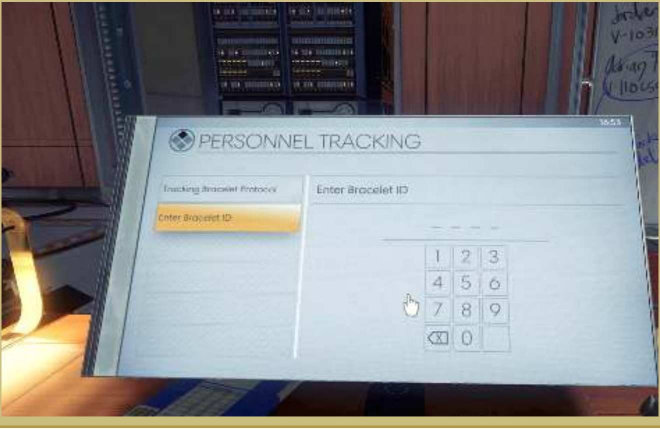
Objective Summary: Igwe contacted me after Commander Dahl arrived on Talos I. Igwe wants to meet in my office before I confront Dahl, so he can propose an idea.

For some reason, Dr. Igwe wants you to incapacitate Commander Dahl. It’s unclear what his intentions are, but he wants to discuss it further in your office. You can resume this objective when your return to the Talos I Lobby.

COMMAND CENTER

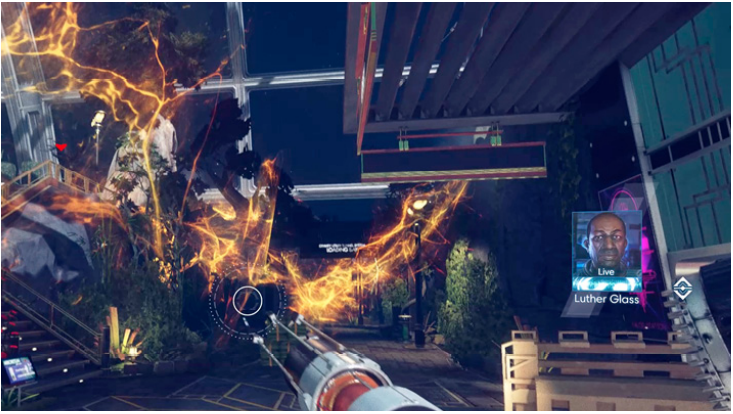
GHOSTING DAHL (CONTINUED)

In the Command Center, access the Personnel Tracking workstation and enter your bracelet ID number: 0913. This deactivates your tracking bracelet, making it much tougher for Dahl to find you. Dahl is impressed by your resourcefulness, but reports he’s closing in on Alex. Fortunately, Alex removed his tracking bracelet long before Dahl’s arrival, so he’ll be safe for now. Return to the Arboretum to begin your trek toward the Shuttle Bay.



ARBORETUM

Exit Deep Storage and head for the main lift leading to the Talos I Lobby. Keep your Disruptor Stun Gun equipped and be ready to engage more Military Operators. Along the way, you're contacted by Luther Glass. He's under attack in the Trauma Center, which triggers a new optional objective (giving you more reason to make a detour in the Talos I Lobby). As you near the lift, you're contacted by Dr. Igwe. He has yet another favor to ask. Access the main lift and ride it down to the Talos I Lobby.



HELP LUTHER GLASS

Objective Summary: An engineer from Life Support named Luther Glass is trapped in the Trauma Center. He's asked me for help.

If you already explored the Trauma Center, you already know Luther Glass is dead. Is this some sort of trap staged by Dahl or the Typhon? You can resume this objective when you access the Trauma Center located in the Talos I Lobby.

GUSTAV LEITNER

Objective Summary: Dr. Igwe asked me to retrieve a connectome related to the late Gustav Leitner, a famed pianist who had his brain scanned at TranStar. Igwe gave me an audio sample of a concerto snippet that will open a safe in his cabin when played from my TranScribe.

Completing this objective requires a return to Crew Quarters. Put off this objective until you've found all the clues for the Treasure Hunt optional objective (this also requires you to return to Crew Quarters).

TALOS I LOBBY

As you exit the main lift, take a look around to locate several Typhon organisms including Cystoid Nests, a pair of Telepaths, and a Weaver. While you can sneak past these enemies quite easily, it's best to take them out. You'll be passing through the Talos I Lobby multiple times in the near future, so it's a good idea to sanitize the area of all threats. Deploy turrets in areas where they can attack these enemies while you support with your Q-Beam and Nullwave Transmitters. Once the lobby is clear of Typhon, head for the Trauma Center.

MIKHAILA ILYUSHIN

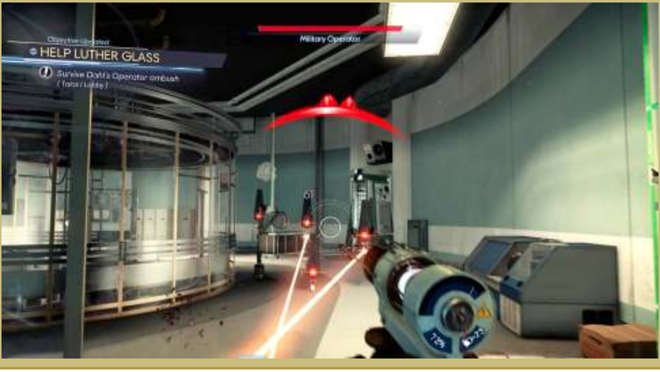
Objective Summary: I helped Mikhaila get her booster shots. She seems okay now and has made her way to my office. I’m supposed to meet her there.

If you saved Mikhaila in the Power Plant, she contacts you soon after entering the Talos I Lobby. She wants you to meet her in your office.

TRAUMA CENTER

HELP LUTHER GLASS (CONTINUED)

As suspected, the request to help Luther Glass is a trap, staged by Commander Dahl. The Trauma Center is flooded with Military Operators. Toss EMP Charges at groups of these Operators to disable them, then attack with your Disruptor Stun Gun. Destroy all the Military Operators to complete this objective. However, more Military Operators will continue spawning from the Operator Dispenser. So watch your back while operating in the Trauma Center.

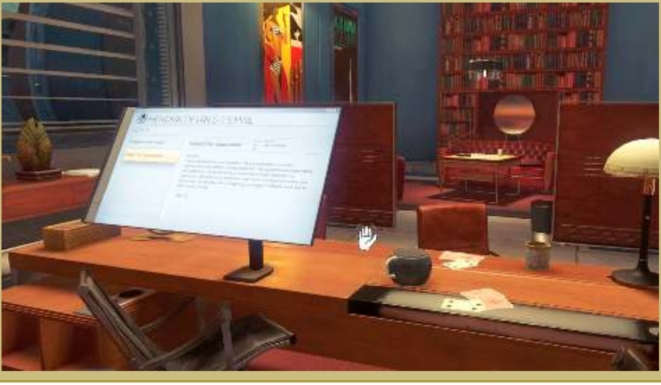


HENDRIK DEVRIES’ OFFICE

Notable Items	Neuromod (3)

DO NO HARM (CONTINUED)

While you're in the Trauma Center, pay a visit to Hendrik DeVries' office using the keycard retrieved from his body by the main lift in the Arboretum Foyer. Access DeVries' workstation and download the decryption key in the Files tab. This allows you to play the recording (Morgan's Breakdown) found on DeVrie's TranScribe. The recording references a cryptic sequence: A, C, B, A, C. While you're still in DeVries' office, use the code 7324 to open his safe and retrieve three Neuromods.



MATHIAS KOHL'S OFFICE

Notable Items	Neuromod (3)	Audio Recording: Session Log: Morgan Yu

DO NO HARM (CONTINUED)

Enter Mathias Kohl's office and access his workstation. In Utilities, choose to begin a new behavior test. Next, access the behavior test workstation near the office's entrance. The test offered here is the same one you took earlier in the Simulation Lab. Answer the questions using the same sequence retrieved from DeVries audio recording: A, C, B, A, C. This opens a secret safe in Kohl's office containing a TranScribe and three Neuromods. The audio recording on the TranScribe is taken from one of Morgan's sessions with Dr. Kohl. Morgan is frustrated by the memory loss caused by the Neuromod experiments.

SECURE PHARMACEUTICALS

Notable Items:	Neuromod	Anti-Rad Pharma Fabrication License

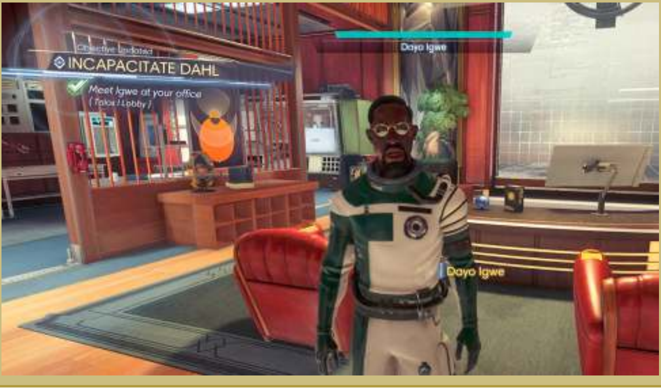
Use the keycard retrieved from Regina Sellers' remains (in the Crew Quarters) to open the door to Secure Pharmaceuticals. Regina Sellers was the Phantom found near the Recycler. Inside, gather a few items, including a Neuromod, two Psi Hypos, and an Anti-Rad Pharma fabrication license. Beth Ino is also found here. Search her body and the nearby shelves to retrieve more supplies.

MORGAN YU'S OFFICE

Notable Items:	Neuromod	Weapon Upgrade Kit
	Suit Chipset: Last Chance CoREV1	Password: Volunteer Database

INCAPACITATE DAHL (CONTINUED)

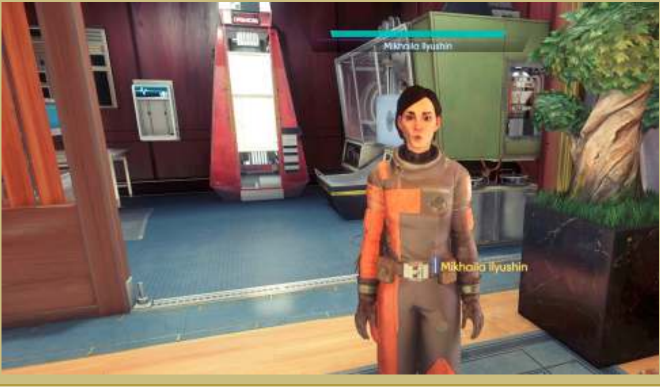
Enter your office and speak with Dr. Igwe. He has a plan for Commander Dahl. Dahl is a recipient of multiple Neuromods. Removing Dahl's more recent Neuromods will make him forget his orders to infiltrate Talos I. Once his memory is reset, Dr. Igwe feels he can convince Dahl to pilot the command shuttle back to Earth. But you'll need to find Dahl and incapacitate him for this plan to work. You can resume this objective later, once you identify Dahl's location.



MIKHAILA'S FATHER

Objective Summary: Mikhaila wants to know what happened to her father. Deep Storage has an archive of audio logs. She's asked me to dig up the last entry that matches her father's volunteer number.

Talking to Mikhaila completes the Mikhaila Ilyushin objective, rewarding you with the Last Chance CoREV1 Chipset. But she has another objective for you. Apparently Mikhaila's father was one of the volunteer test subjects on Talos I. She wants to know what happened to him. She's provided you with the password to access the Volunteer Database. You can resume this objective later when you return to Deep Storage.



BRAIN TRUST

If you saved Dr. Igwe and Mikhaila, you earn the Brain Trust achievement/trophy when you return to your office. January must be present too.

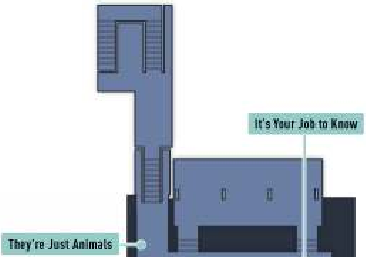
Before leaving Morgan's office, take a moment to visit the Recycler and Fabricator. This is a good opportunity to consolidate your inventory by recycling junk. If necessary, fabricate some ammo and Medkits. Once you're ready, head back downstairs and enter the Shuttle Bay to investigate Dahl's command shuttle.

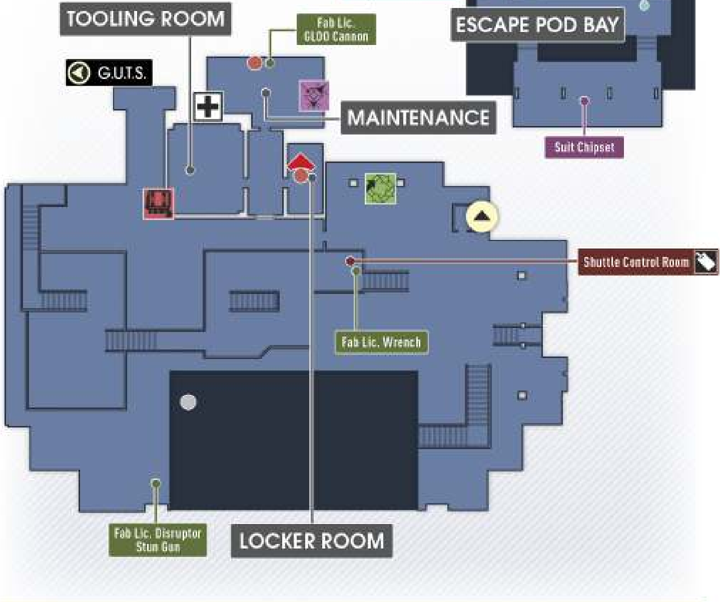
SHUTTLE BAY

MAP LEGEND

- ● Audio Recording
- ● Chipset
- ● Neuromod
- ● Safe
- ● Turret
- ● Weapon Upgrade Kit
- Fabricator
- ▲ Grav Shaft
- Keycard
- ◀ Level Transition
- ✚ Medkit
- ⇕ Object Above/Below
- Operator Dispenser
- Recycler
- Security Station

1F





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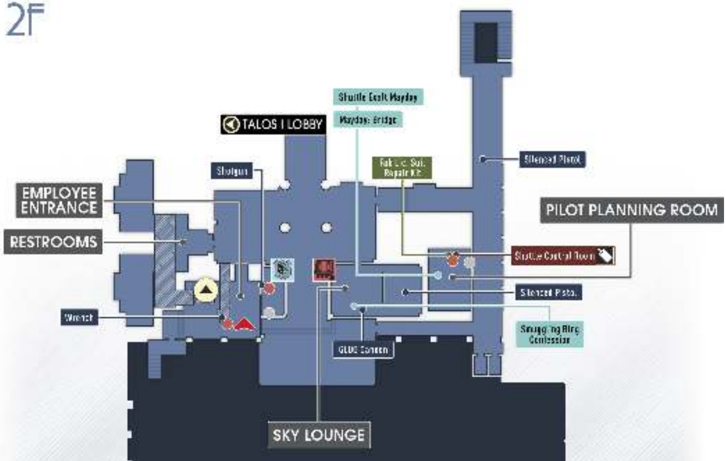
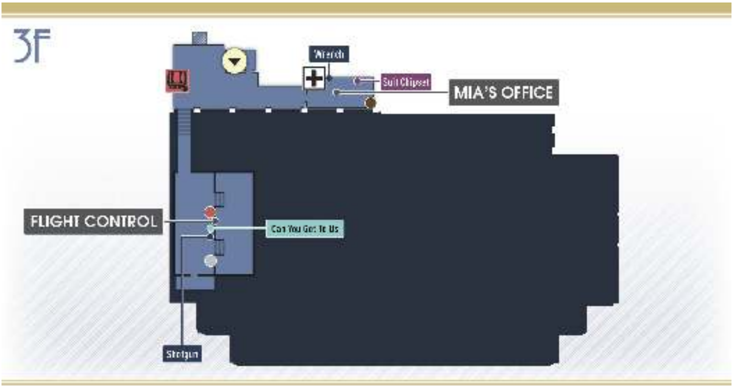
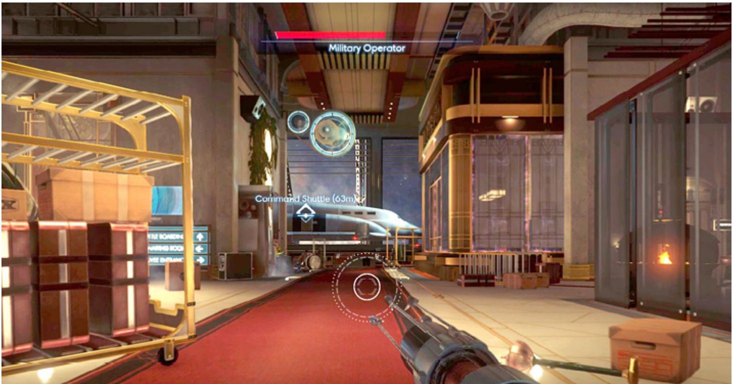




FOYER

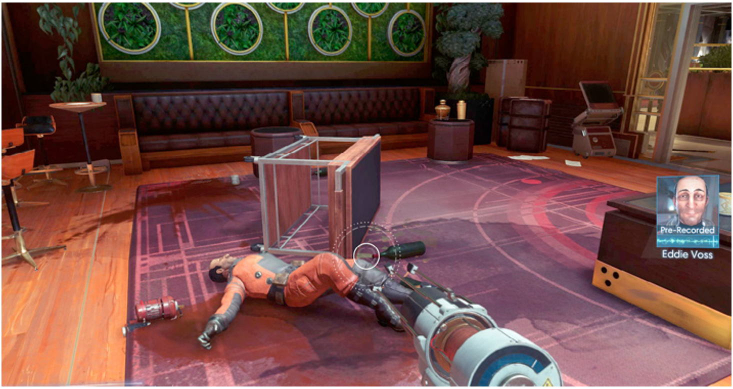
Dahl's command shuttle is docked in the Shuttle Bay. You need to access Flight Control to extend the jetway. Make note of the turrets and Military Operators fighting the Phantom just ahead. In this sense, the Military Operators work in your favor and fight against the Typhon organisms. But they'll attack you as well, so keep your Disruptor Stun Gun equipped at all times while exploring the Shuttle Bay. Before rushing toward Flight Control, take some time to explore this area. Begin your exploration with the nearby Sky Lounge.



SKY LOUNGE

Notable Items:
GLOO Cannon
Silenced Pistol
Audio Recording: Smuggling Ring Confession

This swanky lounge once served as a waiting area for guests arriving and departing Talos I. Now it's empty, albeit for the body of Eddie Voss. He was one of the Talos I smugglers. Search his body to retrieve a TranScribe and some other supplies. On the TranScribe's recording (Smuggling Ring Confession) Eddie Voss admits to being part of the smuggling ring responsible for stealing Neuromods and other items from Talos I.



NIGHTMARE WARNING

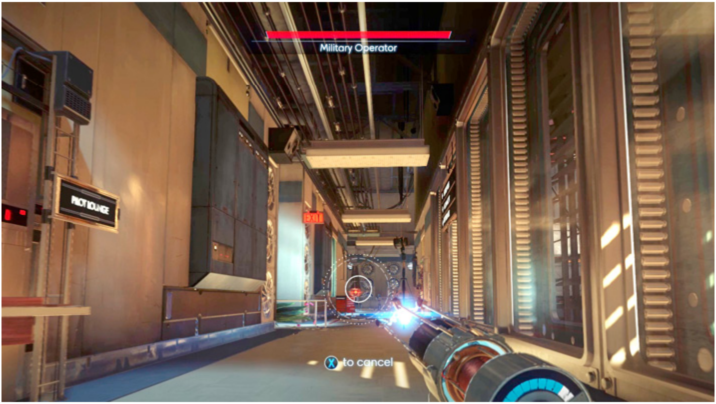
There's a chance you'll encounter a Nightmare in the Shuttle Bay. This enemy is usually found in the mechanic pit that is beneath the command shuttle. Fortunately, the Military Operators will attack the Nightmare aggressively, allowing you to largely ignore it. Consider helping the Military Operators take it out by firing your Q-Beam from the upper level.

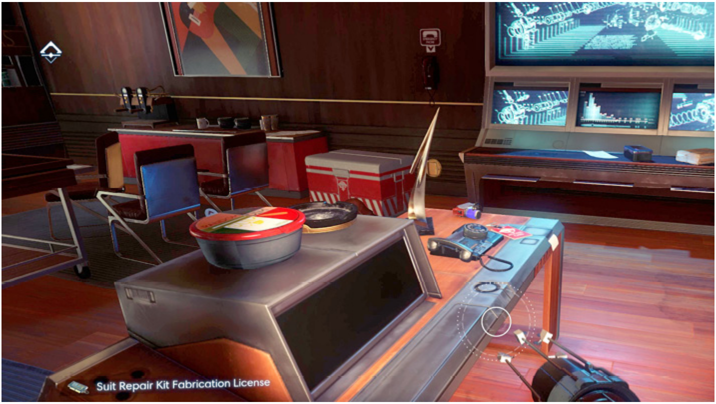
PILOT LOUNGE

Notable Items:	Neuromod	Keycard: Shuttle Control Room
	Suit Repair Kit Fabrication License	Audio Recording: Shuttle Exalt Mayday
	Audio Recording: Mayday: Bridge	Weapon Upgrade Kit

Exit the Sky Lounge and return to the Foyer. Move past the Operator dispenser, careful to destroy any Military Operators you encounter nearby. After passing the Operator dispenser, turn left and open the cage-like door to access a path leading to a

Grav Shaft. Power to the Grav Shaft has been shut down, but you can restore it later. Instead, turn to the door leading to the Pilot Lounge and input the keycode you retrieved from Octavia Figgs in the Staff Lounge. There may be a Military Operator patrolling near the door. Get ready to take it out with your Disruptor Stun Gun.





Enter the lounge and gather a few items from the desk including a Neuromod, a keycard to the shuttle control room, and a Suit Repair Kit fabrication license. There are also some supplies and ammo in the nearby lockers. Next, search the body of Galel Sief to recover her TranScribe. The TranScribe contains two recordings from shuttle pilot Hunter Hale.

DERELICT SHUTTLE

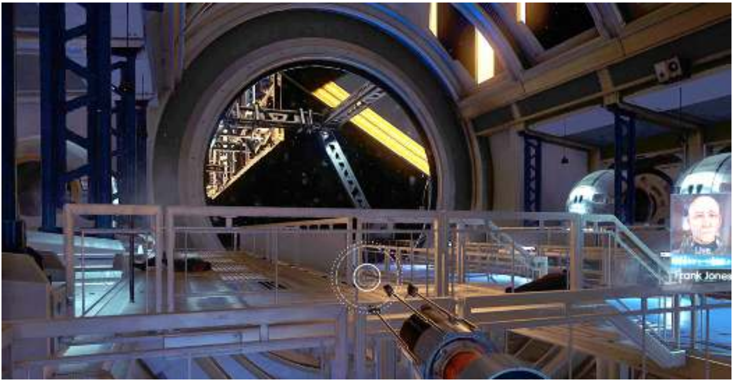
Objective Summary: Hunter Hale, pilot of the shuttle Exalt, sent a mayday not too far from the station. Might be worth investigating to see what happened.

Listen to the Shuttle Exalt Mayday recording to trigger this optional objective. The recording reveals that the shuttle Exalt experienced some sort of technical trouble not far from Talos I and is now adrift. The shuttle's pilot, Hunter Hale, had plans to escape the shuttle but it's unclear how far he got. You can investigate the shuttle later, when you perform your next spacewalk.

ESCAPE POD BAY

Notable Items:
Audio Recording: They're Just Animals
Audio Recording: It's Your Job to Know

Exit the Pilot Lounge and turn left to access the Escape Pod Bay, located down a flight of stairs. As you enter the bay, you're contacted by Frank Jones over comms. Jones and Emmanuella DeSilva are trapped in one of the escape pods. The pod is stuck in one of the launch tubes. Just like the escape pods in Life Support, the pods here seemed to malfunction. As a result, the bay is filled with several dead crew members. Search Nils Kjaergaard and Drew Springer's bodies to retrieve a couple TranScribes. These recordings chronicle the tragic malfunctions with the escape pods.



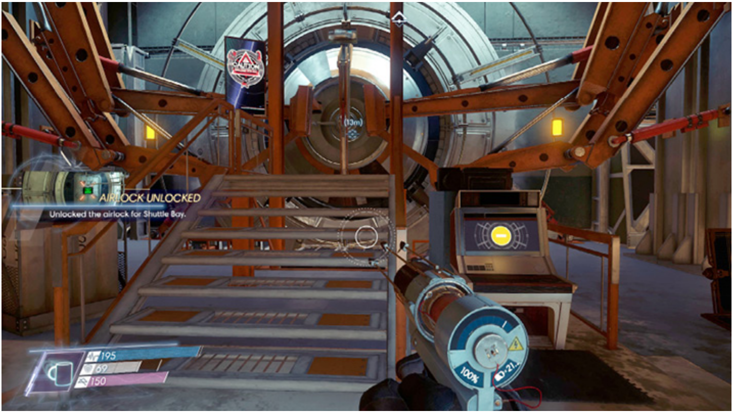
ESCAPE ATTEMPT

Objective Summary: Frank and Emmanuella are trapped in an escape pod that failed to launch completely. The exterior hatch on the launch tube is stuck. If I get to the station exterior and blow the hatch, the pod can be manually launched.

This objective is automatically assigned once you enter the Escape Pod Bay. But there's nothing you can do now. Resume this objective later when you access the Talos I exterior.

AIRLOCK

Return to the Grav Shaft near the Pilot’s Lounge. While the Grav Shaft is currently without power, you can use your propulsion system to slowly descend one of the shafts. Following your descent, approach the airlock and disengage its internal lock. You can now access the Talos I exterior and help Frank and Emmanuella. While you’re out there, you can also figure out what happened to shuttle *Exalt*.



AIRLOCK UNLOCKED

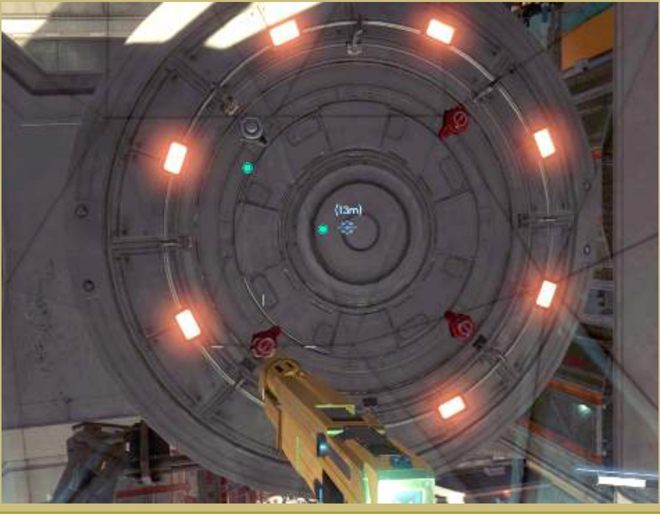
Unlocked the airlock for Shuttle Bay.

TALOS I EXTERIOR

ESCAPE POD LAUNCH TUBE

ESCAPE ATTEMPT (CONTINUED)

As you exit the Shuttle Bay's airlock, be mindful of Military Operators in the area, along with the usual Typhon hazards. Try to keep your distance and let these units fight among themselves. Follow the waypoint marker to the escape pod launch tube where Frank and Emmanuella are trapped. Using your pistol, shoot the four red explosive bolts. This allows the escape pod to clear the tube when you initiate a manual launch. You can resume this objective when you return to the Escape Pod Bay.

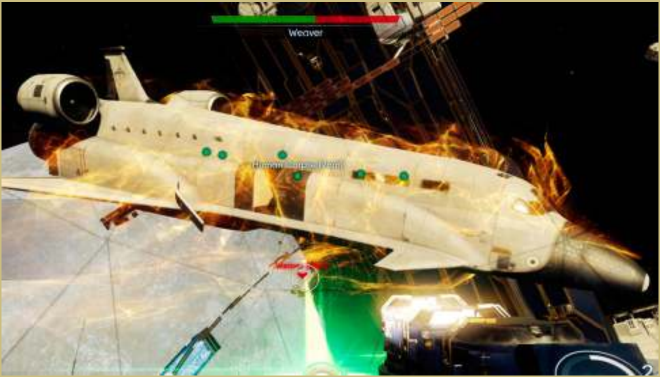


SHUTTLE *EXALT*

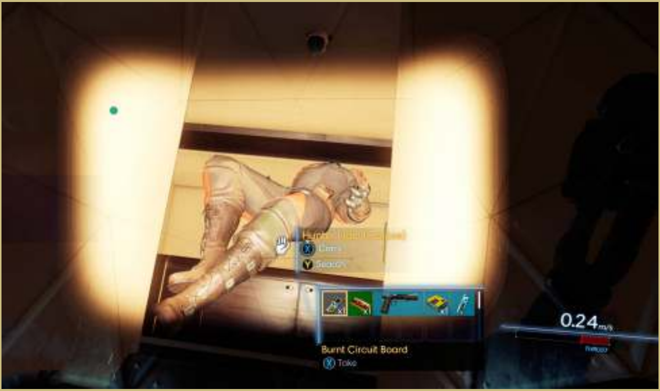
Notable Items:	Neuromod	Audio Recording: Mayday Bridge	Audio Recording: Shuttle *Exalt* Mayday
	Silenced Pistol	Typhon Lure Fabrication License	The Starbender Cycle: Book 5
	Typhon Lure		

DERELICT SHUTTLE (CONTINUED)

Shuttle *Exalt* is adrift, not far from the Shuttle Bay. Be on the lookout for the object surrounded by Coral. The shuttle has been attacked by a Weaver, so use your Psychoscope to locate this threat before getting too close. Once you spot the Weaver, toss a Nullwave Transmitter at it and attack it with your Q-Beam. Try to eliminate any nearby Cystoids before approaching the shuttle.



Move to the shuttle’s starboard side and look for an open hatch. Push inside to locate the body of Hunter Hale. Search Hale’s body to retrieve a TranScribe and some other supplies. Taking the TranScribe completes this objective. However, you shouldn’t leave the shuttle just yet.



Enter the shuttle to gather a few more supplies. Move to the cockpit and search the floating briefcase to retrieve a Neuromod, a Typhon Lure, and a Typhon Lure fabrication license. The back of the shuttle is mostly filled with dead volunteers and the fifth book in The Starbender Cycle series. Repair the control panel in the back and access the nearby power kiosk to restore emergency power to the shuttle. This allows you to access the cargo hold. Search the luggage in the cargo hold to gather more supplies. When you’re finished searching the shuttle, return to the Shuttle Bay’s air lock.

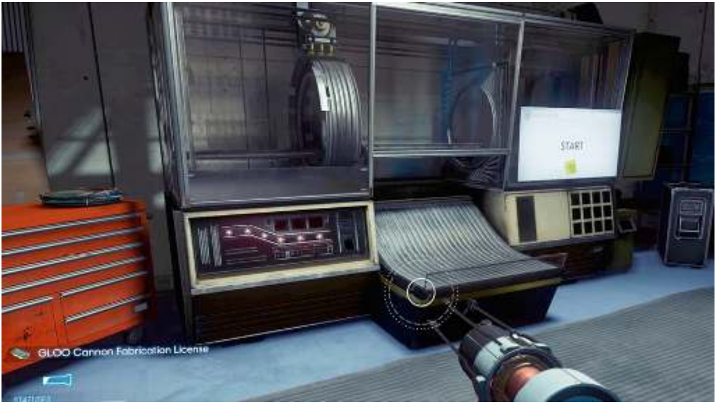
SHUTTLE BAY

MECHANIC FACILITIES

Notable Items:	Neuromod	Recycler Charge
	EMP Charge	The Starbender Cycle: Book 2
	GLOO Cannon Fabrication License	

Upon your return to the Shuttle Bay, enter the nearby Mechanic Facilities. The Shuttle Control Room keycard is sufficient for unlocking this door. Beware of Mimics lurking in the Tooling Room on the left. Once you've identified and dealt with these threats, search the Tooling Room for supplies. There are some spare parts and a Recycler Charge that you can take. Access Scott Parker's workstation and restore power to the Shuttle Bay's Grav Shafts within the Utilities tab. Cross the hall into the Locker Room to grab an EMP Charge and read Book 2 of The Starbender Cycle.

TOOLING ROOM



The room at the back contains a Fabricator and some supplies, including a Neuromod, a Medkit, and a GLOO Cannon fabrication license. A sternly worded note on the Fabricator warns personnel to stop making duplicate items. Apparently whoever wrote this wasn't aware of Mimics. Take a moment to fabricate anything you may need, and then exit the Mechanic Facilities.

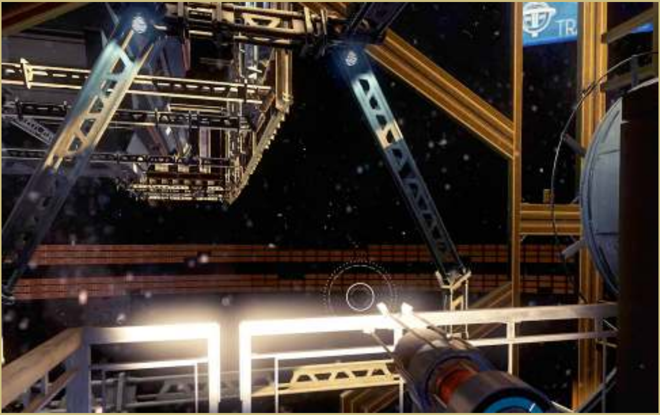
MECHANIC STORAGE

Notable Items	Keycard: Shuttle Control Room

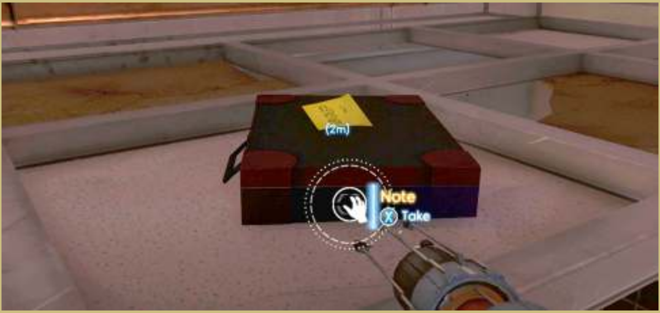
The cage-like enclosure outside the Mechanic Facilities contains some more supplies, including another Shuttle Control Room keycard found on Scott Parker's body. Hack into Frank Jones' workstation atop the cage to read three emails.

ESCAPE POD BAY

ESCAPE ATTEMPT (CONTINUED)



Now that the Grav Shafts are online, return to the Escape Pod Bay and open the maintenance access panel at the end of the central walkway. This gives you access to the escape pod console. The pod status screen shows that there is a malfunction with pod 2. Select the Auxiliary Launch Controls tab and launch pod 2. A countdown is initiated before Frank and Emmanuella's escape pod is launched.



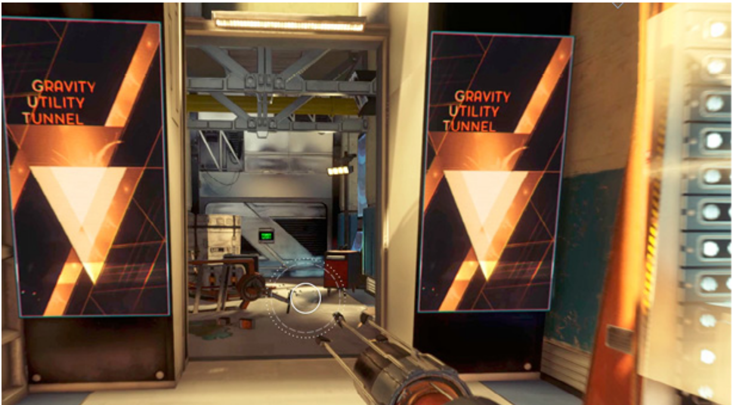
Emmanuella thanks you over comms and provides a waypoint to a reward. Follow the waypoint to the locker room in the Mechanic Facilities. Here you find a briefcase stashed above the ceiling containing two Neuromods. As the note inside the briefcase indicates, these Neuromods were originally intended for Emmanuella's ailing mother on Earth. She was unable to get them off the station. They belong to you now.

DISRUPTOR STUN GUN FABRICATION PLAN

If you don't have it already, search the shipping container in the corner of the Shuttle Bay to retrieve a Disruptor Stun Gun fabrication license located next to the body of Anastacia Uriegas.

G.U.T.S. ACCESS

Before proceeding to Flight Control, take a quick detour into the G.U.T.S. This is the quickest way to investigate Melindra's treasure map for the Treasure Hunt objective. Plus, there are some items you can retrieve in Fuel Storage. The door leading to G.U.T.S. is located near the Mechanic Facilities. It is just beyond the Operator dispenser.



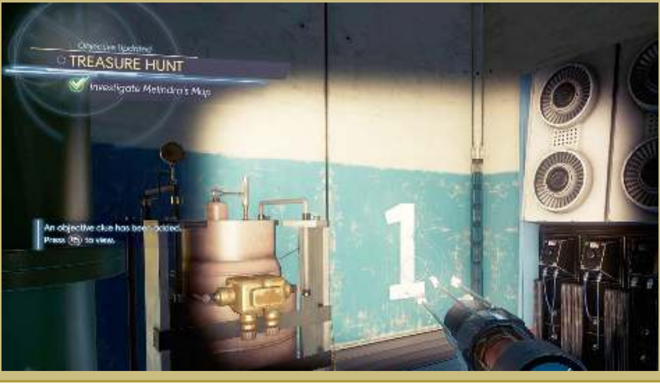
GRAVITY UTILITY TUNNEL SYSTEM

FUEL STORAGE

Notable Items:	Keycard: Fuel Storage	Neuromod (3)
	Nullwave Transmitter (2)	Recycler Charge (2)

TREASURE HUNT (CONTINUED)

Immediately after entering Fuel Storage, turn to the left and investigate the wall opposite of the Grav Shaft. Turn on your flashlight to locate a 1 painted on the wall. Melindra's map points to this location. Wait until the clue is registered before moving on. If you have been following this walkthrough, you have now investigated all four treasure maps, each pointing to a number. You can resume this objective when you return to Crew Quarters. There's a reward waiting for you in Abigail Foy's cabin.



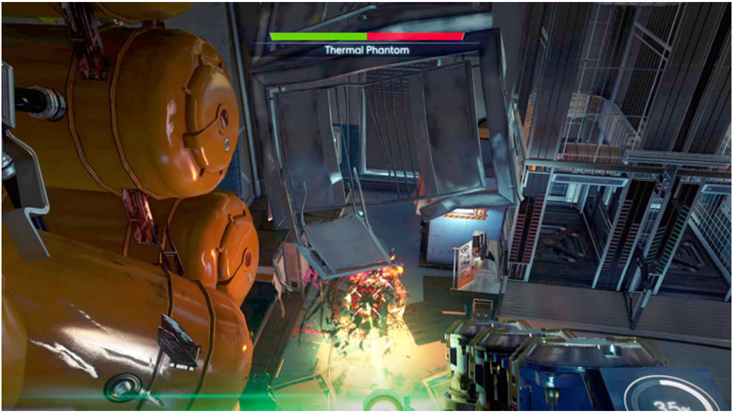
Objective Updated

TREASURE HUNT

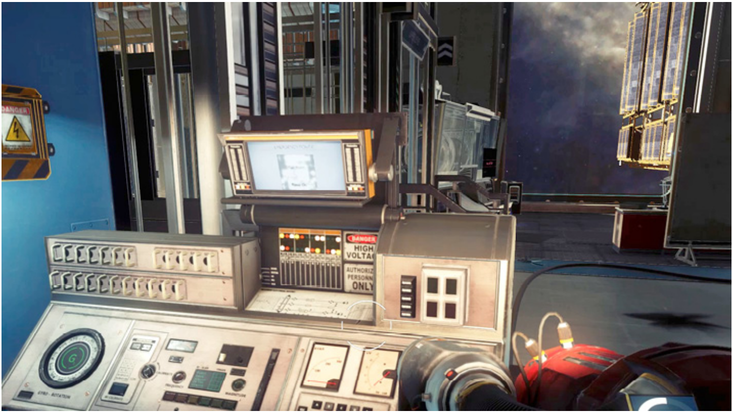
✓ Investigate Melindra's Map

An objective clue has been added. Press [illegible] to view.

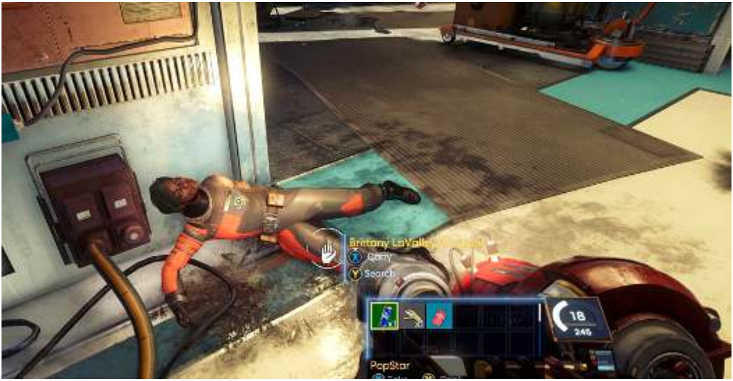
While you're in Fuel Storage, take a moment to look around. A Thermal Phantom patrols the area below the damaged catwalk. Toss a Nullwave Transmitter down at the Thermal Phantom, then engage this foe with the Q-Beam until it explodes. There may be a few Military Operators in here as well, so be ready to take them out with your Disruptor Stun Gun.



Drop to the floor below. Carefully avoid any Mimics or fires here. There are large pools of flammable fuel covering the floor, so be ready to put out any fires with your GLOO Cannon. Once the floor is clear of threats and hazards, you can restore power to the room by accessing the Power Control Terminal next to the Grav Shaft.



Locate the body of Brittany LaValley beneath an electrical junction in the center of the room. If the electrical junction was damaged during fights with the Thermal Phantom and Military Operators, take the time to repair it before approaching. Search Brittany LaValley to recover a keycard to the nearby storage room. The storage room contains three Neuromods and two Nullwave Transmitters. Two Recycler Charges can be found on the floor outside the storage room. Following your search of Fuel Storage, enter the Grav Shaft to facilitate your return to the Shuttle Bay.

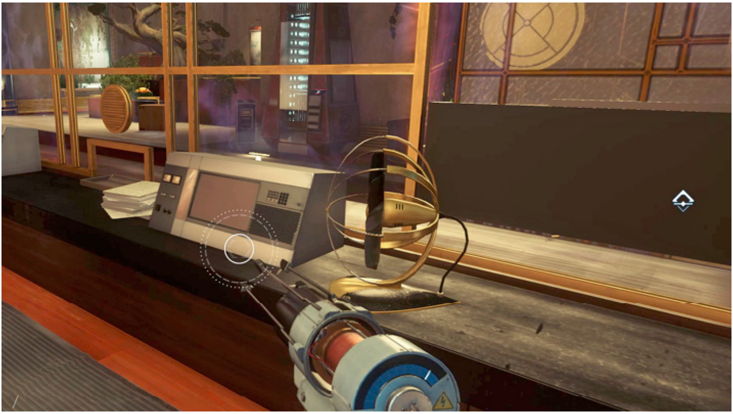


SHUTTLE BAY

INFORMATION BOOTH

Notable Items:	Neuromod	Shotgun	Weapon Upgrade Kit

Upon your return from the G.U.T.S., access the stairs leading above the Mechanic Storage cage. Follow the adjoining catwalk toward the Grav Shaft providing access to Flight Control. Before using the Grav Shaft, enter the nearby Information Booth. The Shuttle Control Room keycard unlocks this door. Inside you find the body of Blaine Cooly, one of the station’s security officers. A Neuromod and a Shotgun can be found next to his body. Hack into the security station to download a map of the Shuttle Bay. There’s also a Weapon Upgrade Kit sitting on the nearby counter. Upon exiting the booth, turn right and unlock the door leading back to the foyer. This allows you to access this area more easily later.



MIA BAYER'S OFFICE

Notable Items:	Neuromod (2)	Nullwave Transmitter (2)	Suit Chipset

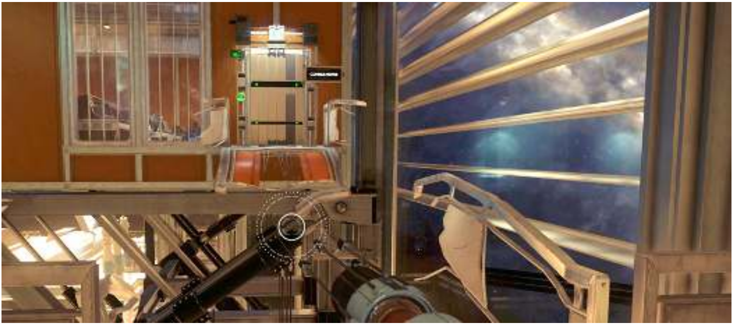
Step up into the Grav Shaft and ride it up to the next floor. Watch for Military Operators spawning here from the nearby Operator Dispenser. Keep your Disruptor Stun Gun equipped and be ready to zap any Operators that emerge. Before entering Flight Control, take a look inside Mia Bayer's office. The office has a few supplies, including a Medkit, a Psi Hypo, and a Suit Chipset. If you have the Hacking III ability, you can crack Mia's safe. It contains two Nullwave Transmitters and two Neuromods. Mia's workstation can also be hacked with Hacking III if you want to read a few emails.

MIA BAYER
LOCKED
Enter Password

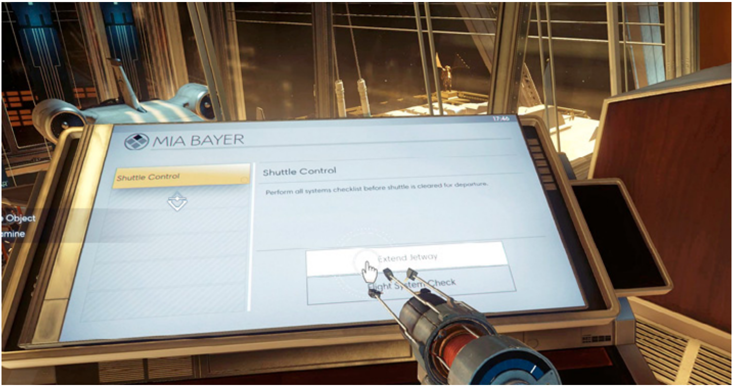
FLIGHT CONTROL

Notable Items:	Neuromod	Audio Recording: Can You Get to Us	Shotgun

The catwalk leading to Flight Control is damaged. So take a running leap and use your propulsion system to glide toward the door. If you fall short, simply enter the Grav Shaft and try again. Installing the ARTX Propulsion Gen 1 or Gen 2 Suit Chipsets can make this jump a lot easier.



As you enter Flight Control, be ready to eliminate two Military Operators with your Disruptor Stun Gun. Grab the Neuromod and TranScribe on the nearby console then search Mia Bayer's body to retrieve more supplies. Next, access the workstation to extend the jetway to the command shuttle. Watch through the window as the jetway ramp extends to the shuttle. Running a flight system check reveals that all systems are nominal. This shuttle can be used to escape Talos I, but you'll need to find a pilot.



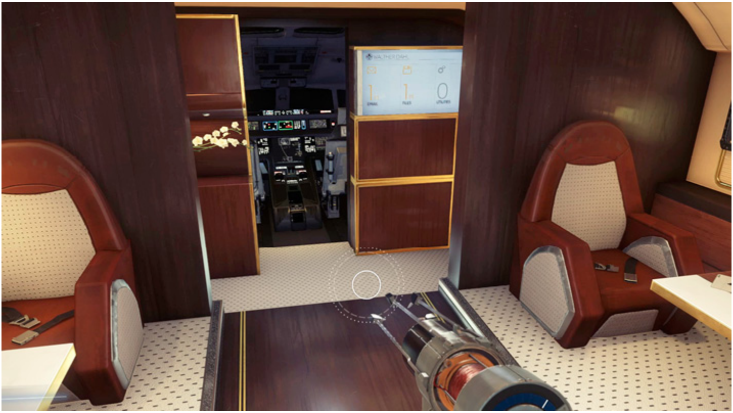
Perform all systems checklist before shuttle is cleared for departure.

COMMAND SHUTTLE

Notable Items:
Neuromod
Audio Recording: Dahl’s Orders

Break the window in Flight Control and leap out, using your propulsion system to glide down to the jetway. Open the shuttle door and step inside. There’s no sign of Dahl or KASPAR. The door to the cargo hold is locked. You can retrieve the keycard for this door from Dahl.

Grab some food and a Neuromod from the shuttle’s cabin while making your way toward the cockpit. A terminal near the cockpit gives you access to Walter Dahl’s email and files. The email reveals the name of his mission, Camazotz. Access the Files tab to download an audio recording. Listen to the recording (Dahl’s Orders) to hear the details of Dahl’s mission from William Yu. Under authorization of the TranStar board of directors, Dahl has been sent to Talos I to destroy the station and everyone on board, including Morgan and Alex. Listening to the recording reveals the location of KASPAR, Dahl’s tech officer. KASPAR’s location is determined randomly, appearing in the Neuromod Division, Hardware Labs, Psychotronics, or the Talos I’s exterior. Regardless of KASPAR’s location, return to the Talos I Lobby once you’re finished exploring the Shuttle Bay.



THE REPO MAN (UPDATE)

Dahl’s command shuttle had information on the tech officer’s location and evidence that Dahl’s orders came directly from my father. I need to track this tech officer down and cut him off.

TALOS I LOBBY

DAHL ULTIMATUM—CARGO BAY

Objective Summary: Commander Dahl is threatening to suffocate everyone in the Cargo Bay. I may be able to restore oxygen via the Oxygen Control regulators in Life Support, but Dahl will likely be waiting for me.

After leaving the Shuttle Bay, Dahl contacts you, triggering this optional objective. In an attempt to draw you out, Dahl has cut-off oxygen to the Cargo Bay. If you don't act fast, Sarah Elazar and her officers will die. You have 15 minutes to restore the flow of oxygen to the Cargo Bay via the Oxygen Flow Control Room in Life Support. Access the main lift and ride it down to Life Support.

TRANSTAR
100%

LIFE SUPPORT

ATMOSPHERE CONTROL

Military Operator
Dahl Ultimatum
0:12:51.0

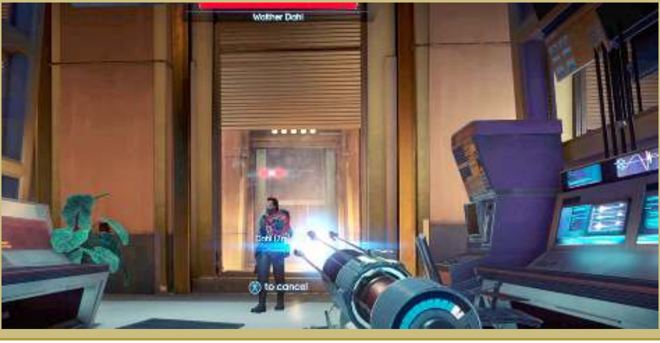
Upon your arrival in Life Support, make a beeline for Atmosphere Control. Be prepared to encounter more Military Operators along the way. There may also be some Thermal Phantoms in Atmosphere Control. If possible, avoid contact with these enemies and let them fight among themselves. Be ready to defend yourself if you're spotted.

OXYGEN FLOW CONTROL ROOM

Notable Items:	Keycard: Dahl's Cargo Hold	Silenced Pistol	Air Mixture Regulator

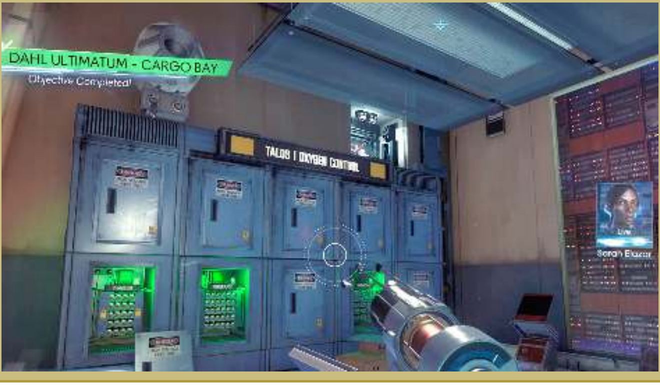
INCAPACITATE DAHL (CONTINUED)

Having already visited the Oxygen Flow Control Room, the door should be unlocked. If it's not, sneak in via the window by the staircase or the maintenance access panel and adjoining duct. Sneak into the room to prevent Dahl from spotting you. Incapacitate Dahl using your Disruptor Stun Gun and search his body to recover the keycard to the command shuttle's cargo hold. Dr. Igwe congratulates you on your efforts and promises to contact you later. The clock is still ticking for those trapped in the Cargo Bay. Better get to work on restoring the oxygen flow.



DAHL ULTIMATUM—CARGO BAY (CONTINUED)

Once Dahl has been killed or rendered unconscious, turn to the Oxygen Control panel on the right. There's a damaged Air Mixture Regulator on the floor. Repair this device and install it in the Air Mixture Regulator Socket within the open Cargo Bay panel. Sarah Elazar reports that air has begun to circulate in the Cargo Bay. This objective is now complete. Now it's time to track down KASPAR.



THE REPO MAN: HUNTING KASPAR

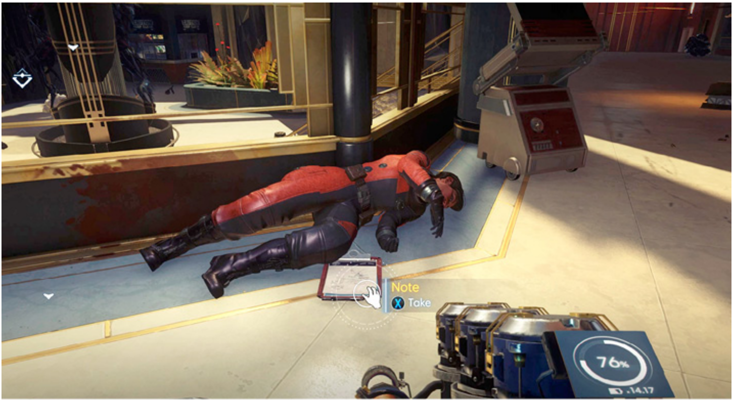
After confronting Dahl in Life Support, find KASPAR. For the sake of this walkthrough, we assume KASPAR is located in the Neuromod Division. But in your game, there's a possibility KASPAR is hiding in Psychotronics, Hardware Labs, or the Talos I Exterior. So review The Repo Man's objectives on your TranScribe to determine KASPAR's location. Encounters with KASPAR are identical, regardless of the location.

NEUROMOD DIVISION

FOYER

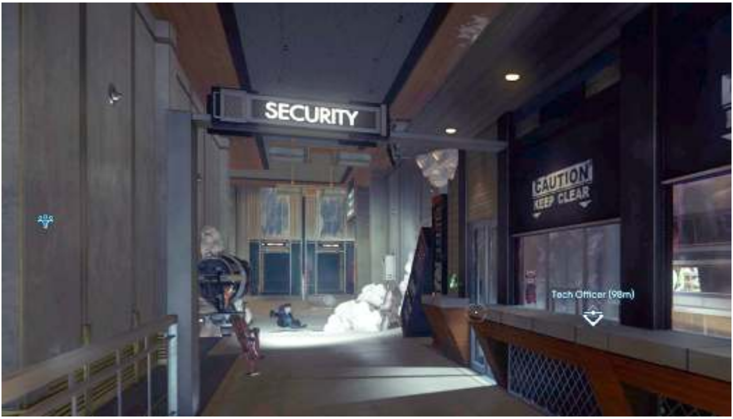
Notable Items:
Keycode: Security Booth
Password: Security Station

If KASPAR is located in the Neuromod Division, make that your next stop. The Neuromod Division can be accessed via the Talos I Lobby. As you enter the Neuromod Division, expect to encounter several Military Operators as well as Typhon enemies, including a Technopath. There's even a possibility of encountering a Nightmare in the Foyer. Stay low and avoid giving away your position, allowing the Military Operators and Typhon organisms to fight each other. Stay along the periphery of the foyer and help the Military Operators engage the Typhon with your Q-Beam. If you killed or incapacitated Dahl in Life Support, the Military Operators are no longer a threat to you, so there's no need to attack them. Once the foyer is clear of Typhon, search Divya Naaz's body (near the Talos I Lobby door) to retrieve a note containing the keycode to the security booth and the password to the security station inside. The note also includes a drawing detailing a covert path into Halden Graves' office.



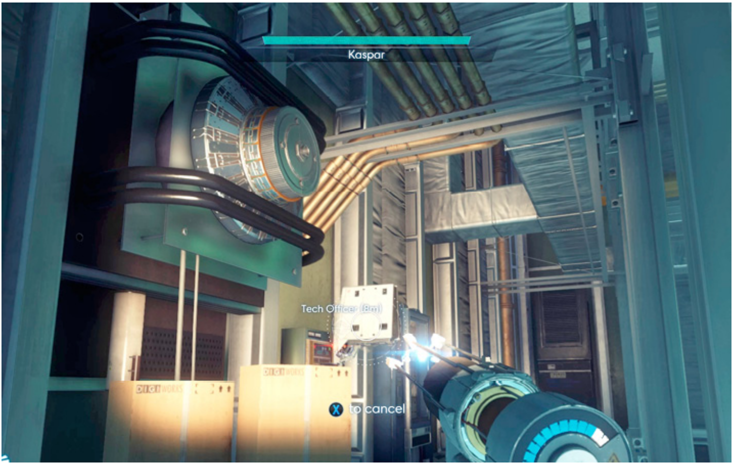
SECURITY BOOTH

Use the keycode retrieved from Divya Naaz's note to open the door to the security booth. Inside, access the security station to download a map of the Neuromod Division. Under the security station's Utilities tab, unlock the Skill Recorder door. This unlocks the door down the hall, giving you access to facility where Dr. Igwe is taking Dahl. You can deal with Igwe and Dahl later. For now, continue to the Simulation Lab to locate KASPAR.



SIMULATION LAB

KASPAR is located in Simulation Stage B. This is the room with the helicopter simulator that is surrounded by Looking Glass screens. Watch out for Phantoms while advancing to this stage. When possible, stay out of the way and let the friendly Military Operators deal with the Phantoms. As you get closer to KASPAR's location, it becomes clear what you're dealing with—KASPAR is a modified Operator. Break the Looking Glass screen and use your Disruptor Stun Gun to destroy KASPAR. Alex contacts you after KASPAR is eliminated. He's ready to meet you in the Arboretum. Before meeting Alex, take care of some unfinished business in the Neuromod Division.

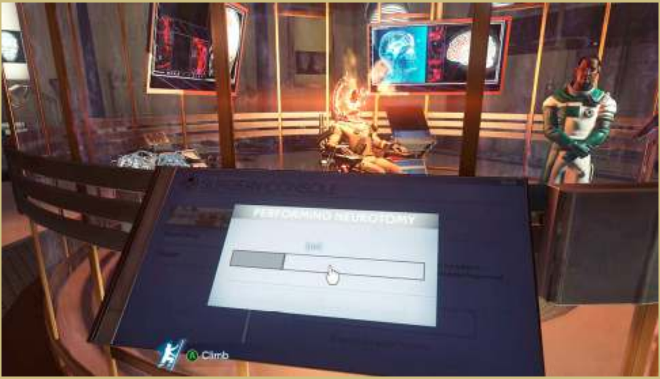


VOLUNTEER TESTING

Notable Items:	Neuromod
	Nullwave Transmitter (3)

INCAPACITATE DAHL (CONTINUED)

Enter the Skill Recorder Analysis room you unlocked earlier in the security booth and head upstairs to the Volunteer Testing room. By now, Dr. Igwe has transported Dahl to this room. Igwe is preparing to remove Dahl's most recent Neuromod in an effort to wipe Dahl's memory, but he needs your help. Access the surgery console and select the Surgical Procedures tab to engage the surgical harness. Next, select the Neural Scan tab to perform a neural scan. Finally, return to the Surgical Procedures tab to perform the neurotomy. Successfully removing Dahl's Neurmod unlocks the This Never Happened achievement/trophy.

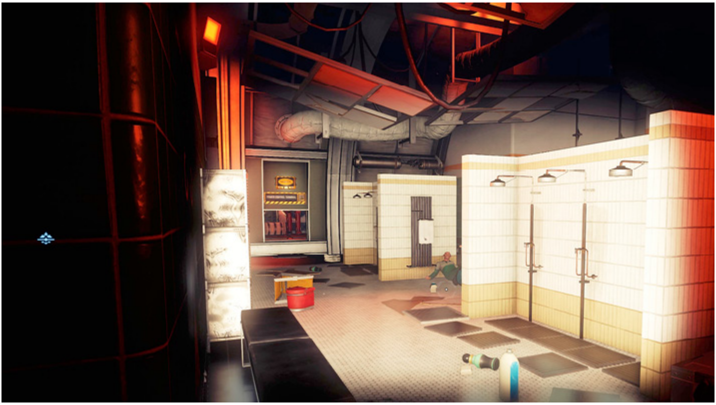


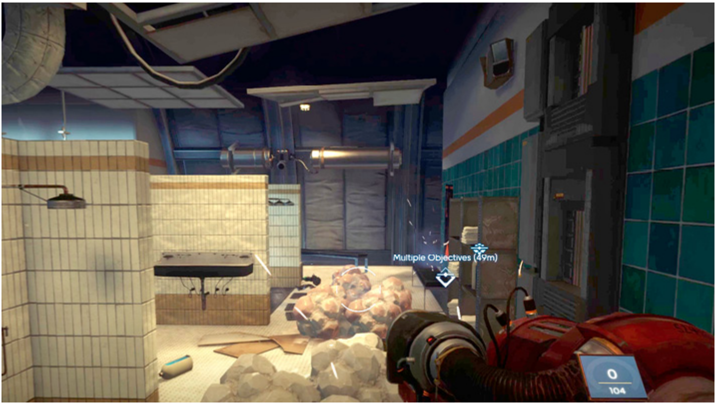
Dahl regains consciousness following the procedure, but is understandably confused. Dr. Igwe feeds Dahl a story and convinces him to pilot the command shuttle back to Earth. Dahl contacts you when the shuttle is ready for departure. Enter the surgical chamber following the procedure to gather a Neuromod and two Nullwave Transmitters.

Dayo Igwe
Dayo Igwe

VOLUNTEER QUARTERS

While you're in the Neuromod Division, take some time to explore the second floor. Using the keycode you retrieved from Bianca Goodwin's workstation (in the Talos I Lobby) open the door to Volunteer Quarters. The power is out here, so turn on your flashlight and locate the power kiosk within the locker room. Watch out for Mimics hiding here.





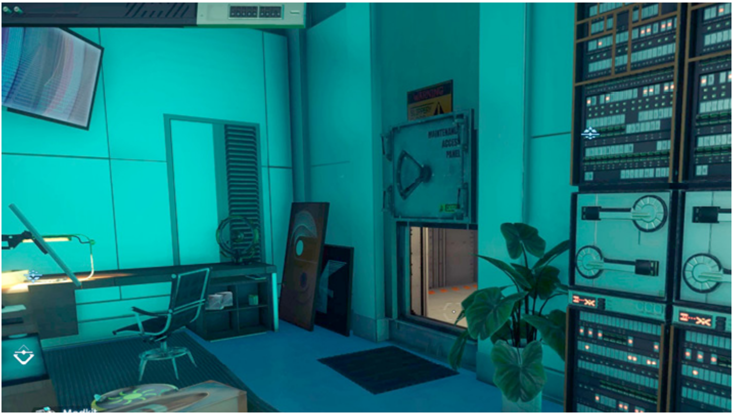
The damp floor of the locker room becomes electrified when power is restored. Use your GLOO Cannon to make a path back to the Volunteer Quarters entrance. Along the way you come under attack by a Poltergeist. Wait for the Poltergeist to show itself, then take it out with your Shotgun.

VOLUNTEER SECURITY

Notable Items:	Recycler Charge (3)	Disruptor Stun Gun Fabrication License
	Weapon Upgrade Kit	Keycode: Volunteer Quarters

Enter the door behind the front desk in the Volunteer Quarters to access this security room. Inside, grab some Recycler

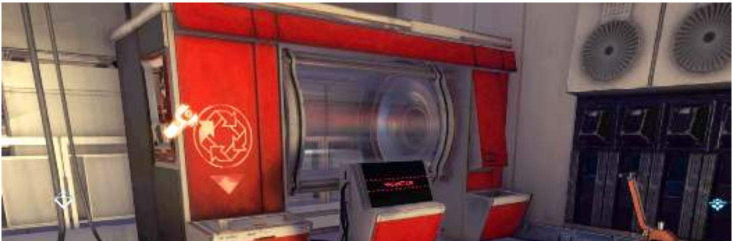
Charges, a Disruptor Stun Gun fabrication license, spare parts, a Medkit, and a Weapon Upgrade Kit. Josh Hawkins' workstation contains an email revealing the keycode to Volunteer Quarters. The workstation also contains a utility allowing you to unlock the door to the Volunteer Quarters. Once you're finished searching this room, enter the duct behind the desk. This leads to Fabrication. Use your GLOO Cannon in the duct to reach a high ledge, then continue into Fabrication.



FABRICATION

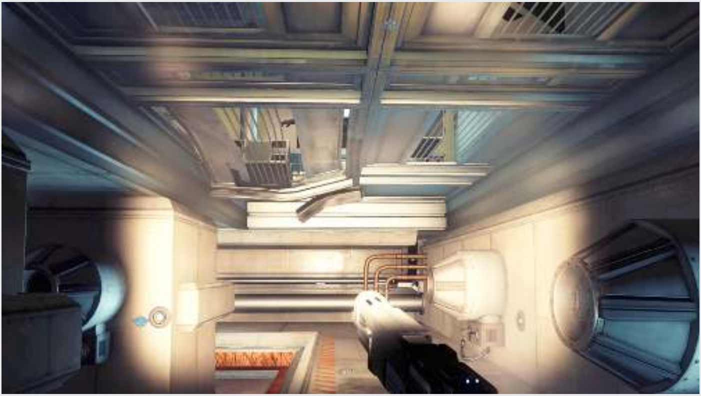
Notable Items:
Neuromod
Recycler Charge (4)
Suit Chipset
Keycard: Halden Graves' Office
Turret (3)

You emerge from the duct into an upper floor control room overlooking Fabrication. Search this area for a Suit Chipset, then locate a hatch on the far side of the room. Step through the hatch to drop down into a room containing a damaged Recycler. If necessary, repair the Recycler and recycle any junk in your inventory. There are two Recycler Charges on the crate next to the Recycler.



FABRICATION CRAWLSPACE

If you have the Leverage II ability, you can lift the loose grate next to the Recycler to enter a crawl space that runs beneath Fabrication's main floor. Here you can find two Recycler Charges and Neuromod. There's also a Greater Mimic hiding down here, so keep your GLOO Cannon equipped.



Sneak onto the Fabrication facility's main floor and watch for a turret-wielding Technopath patrolling here. It may be accompanied by some corrupted Operators. Toss an EMP Charge at the Technopath to stun it and disable the turrets. Finish off the Technopath with your Q-Beam before it can recover. Eliminate the corrupted Operators using your Disruptor Stun Gun.

Following the fight, search the body of Frederick Steele to retrieve the keycard to Halden Graves' office. You can now access Grave's office and reset the Neuromod fabrication license. Use the nearby Grav Shaft to access Graves' office.

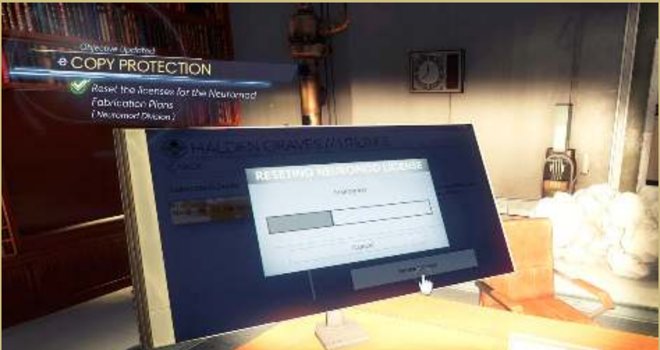
Technopath
Technopath (13m)
18%

HALDEN GRAVES’ OFFICE

Notable Items:
Audio Recording: Dr. Igwe’s Wife
Audio Recording: Neuromod Secret Ingredient
Neuromod Fabrication License

COPY PROTECTION (CONTINUED)

Equip your GLOO Cannon before entering Halden Graves’ office and be ready to engage a Greater Mimic. Once the office is clear, access Graves’ workstation. Under the Utilities tab, select Neuromod Licenses then renew the license. You can now fabricate as many Neuromods as you like, with no limits. This completes the Copy Protection objective. Continue searching Graves’ office to locate his body, TranScribe, and a Neuromod fabrication license—the TranScribe contains two recordings.


Objective Updated
COPY PROTECTION
Reset the licenses for the Neuromod Fabrication Plans
(Neuromod Division)
RESETTING NEUROMOD LICENSE

LOOSE ENDS

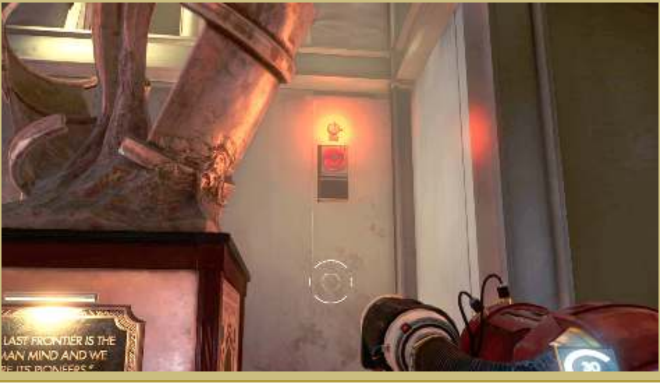
Before meeting Alex in the Arboretum, complete all remaining optional objectives. While most of these objectives can be completed later, it’s much easier to complete them now.

HARDWARE LABS

ATRIUM

TALOS SMUGGLING RING (CONTINUED)

Return to the Atrium in Hardware Labs. Ride the Grav Shaft to the upper level and look for the red alarm box next to the statue of William Yu. This is the sixth and final smuggling ring drop point. Use a GLOO deposit to reach the alarm and whack the bell three times with your wrench to unlock the hidden safe. It contains a Neuromod. Finding all six smuggling ring drop points earns you the Black Market achievement/trophy.



BEAMS AND WAVES LAB

Notable Items:	Q-Beam Cell Fabrication Plan	Q-Beam Fabrication Plan

THE BLACKBOX PROJECT (CONTINUED)

Use the keycard retrieved from Josh Dalton's body in the G.U.T.S. to open the door to the Black Box lab. Here you must confront the Phantom which possessed Lane Carpenter. Once you've dealt with the Phantom, search its remains to retrieve a Q-Beam Cell fabrication plan. Access the workstation to download a Q-Beam fabrication license and a memorandum on the Blackbox Project. The memorandum reveals the nature of this secretive project. It involved attaching Q-Beams to Operators, creating the Military Operators you've become acquainted with. Before leaving the lab, stock-up on Q-Beam cells scattered about.

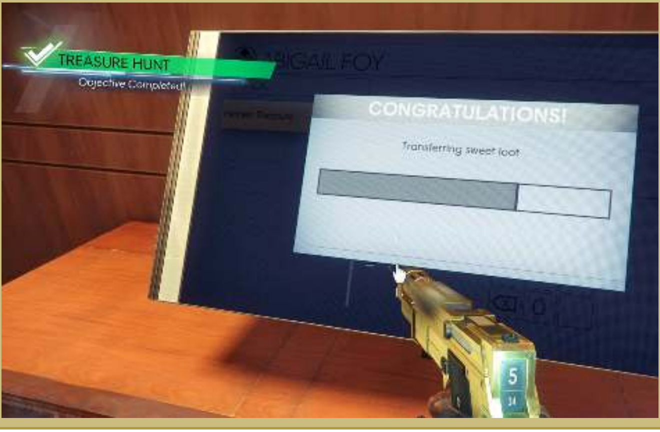
CREW QUARTERS

ABIGAIL FOY'S CABIN

Notable Items:	Adventurer's Toolkit v1.X Chipset Fabrication License	Game Master's Ire v1.X Chipset Fabrication License

TREASURE HUNT (CONTINUED)

Now that you've investigated all four treasure maps, return to Abigail Foy's cabin and access her workstation. Under the Hidden Treasure tab, use different combinations of the numbers 1, 3, 5, and 6 until the correct code is discovered (the code is random, but always uses those four digits). These numbers correspond to the numbers discovered while investigating each treasure map. If you actually found each number, you're rewarded with the Adventurer's Toolkit v1.X Chipset fabrication license. Once fabricated and installed, this chipset provides a variety of helpful buffs. However, if you cheated and simply input the code without investigating all four maps, you receive the Game Master's Ire v1.X Chipset fabrication license. This chipset only applies negative buffs.

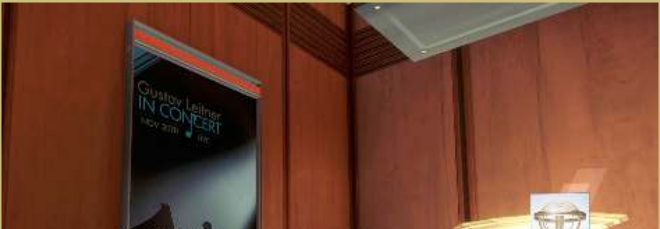


DAYO IGWE'S CABIN

Notable Items:	Neuromod	Gustav Leitner Connectome

GUSTAV LEITNER (CONTINUED)

Enter Dayo Igwe's cabin and play the Leitner Music Sample recording on your TranScribe. As the music plays, a hidden safe is revealed behind the Gustav Leitner poster next to Igwe's bed. Open the safe to retrieve a Neuromod and the Gustav Leitner Connectome. This connectome must be returned to Dr. Igwe to complete this objective. He can be found in Morgan's office.

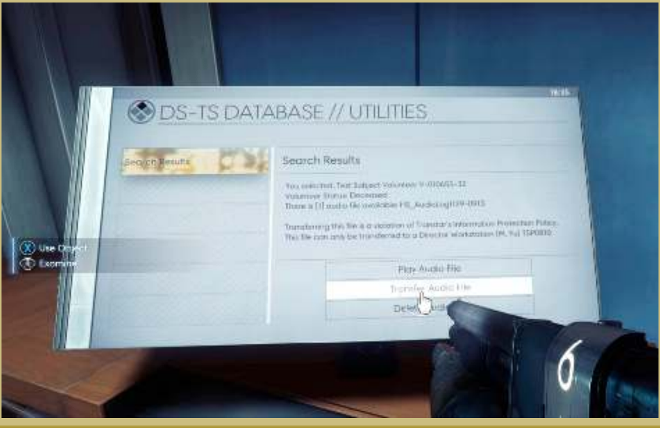


DEEP STORAGE

CONFIDENTIAL RECORDS

MIKHAILA’S FATHER (CONTINUED)

Return to Deep Storage and enter the Confidential Records room on the second floor. Watch out for Phantoms and Mimics along the way. Access the Volunteer Database terminal and input the password provided by Mikhaila. This gives you access to an audio file chronicling the last moments of Yuri Adronov’s life. He was a test subject on Talos I and died while undergoing experiments at the direction of Alex and Morgan. You can choose to transfer the file to your workstation in the Lobby, allowing Mikhaila to hear it. Or you can choose to delete it, keeping Mikhaila in the dark about her father’s fate. It’s best to transfer the file and deal with the consequences. Mikhaila is excited to listen to the file and promises to wait for you in your office.



GRAVITY UTILITY TUNNEL SYSTEM

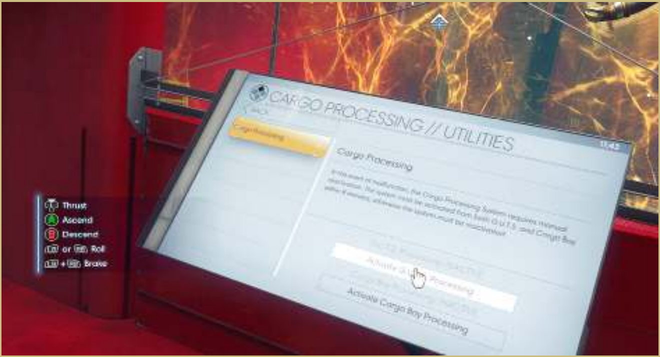
CARGO PROCESSING

TROUBLE PROCESSING

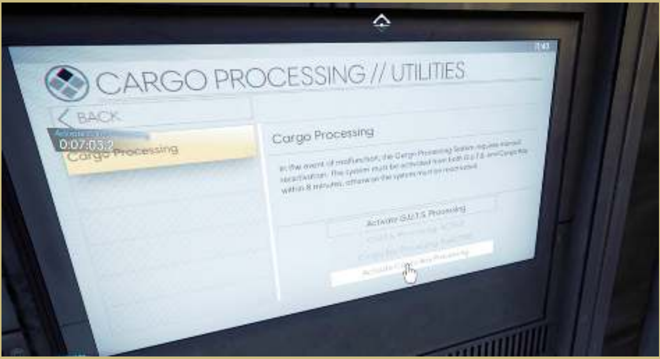
Objective Summary: I located a Cargo Processing workstation in the airlock between Cargo Bay and G.U.T.S. There appears to be a lot of cargo trapped in the space between, and the processing system is offline until the system is activated in both G.U.T.S. and Cargo Bay. Once I complete the process I can open the airlock door in G.U.T.S. and access the cargo.

Travel through the G.U.T.S. Cargo Tunnel in the direction of the Cargo Bay. At the end of the tunnel, access the workstation in the Cargo Processing area—there appears to be a malfunction.

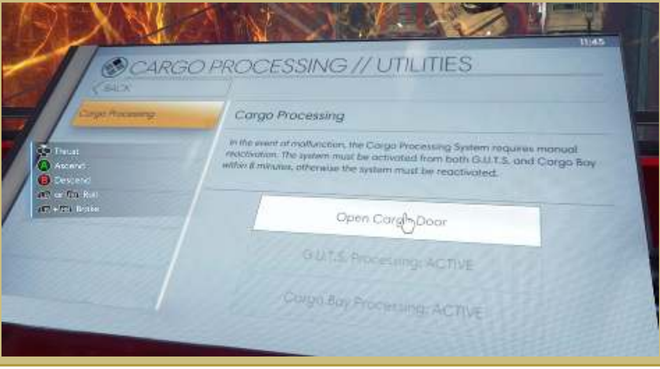
In the workstation's Utilities tab, select Activate G.U.T.S. Processing to trigger this optional objective. You now have eight minutes to enter the Cargo Bay and activate cargo processing.



In the Cargo Bay, exit the G.U.T.S. loading bay and access the nearby workstation. In the Utilities tab, select Activate Cargo Bay Processing.



Return to the Cargo Processing workstation in the G.U.T.S. and select Open Cargo Door from the Utilities tab. This opens the large door nearby, allowing you to access a cargo hold filled with shipping containers. Search the containers to retrieve supplies. You can finally access Container 6473, assuming you unlocked it earlier in Cargo Bay B via Kirk Remmer’s workstation.



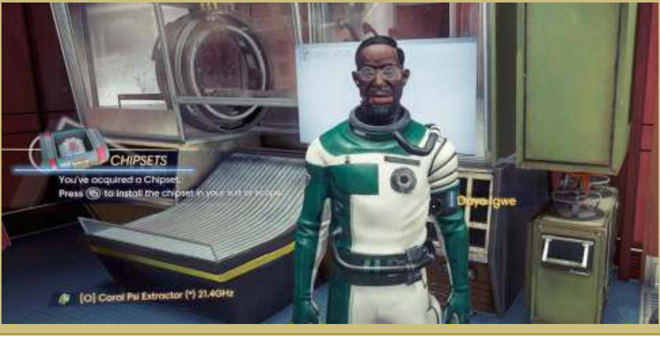
In the event of malfunction, the Cargo Processing System requires manual reactivation. The system must be activated from both G.U.T.S. and Cargo Bay within 8 minutes, otherwise the system must be reactivated.

TALOS I LOBBY

MORGAN YU’S OFFICE

GUSTAV LEITNER (CONTINUED)

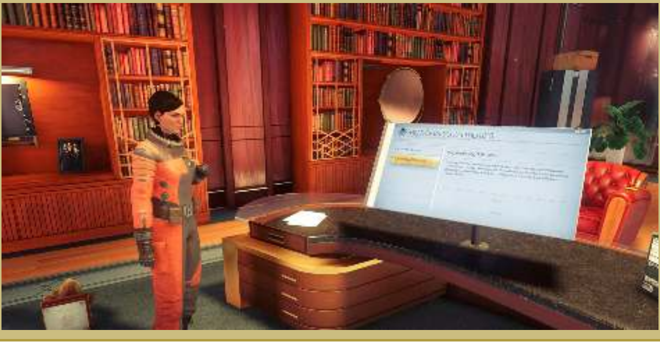
Speak to Dr. Igwe in your office to hand over the Gustav Leitner Connectome. He's grateful for your assistance and rewards you with a Scope Chipset. You also unlock the A Gift to the World achievement/trophy for returning the Connectome to Dr. Igwe.



You've acquired a Chipset.
Press to install the chipset in your suit or scope.

MIKHAILA'S FATHER (CONTINUED)

Speak to Mikhaila following your return from Deep Storage. She provides you with more supplies as a sign of gratitude. Access your workstation and play the audio file transferred from the Volunteer Database. Needless to say, Mikhaila is shocked to learn that Morgan had a hand in her father's death. But at least she knows the truth. Playing the audio file for Mikhaila earns you the Self-Incriminating achievement/trophy and completes this objective.



END GAME

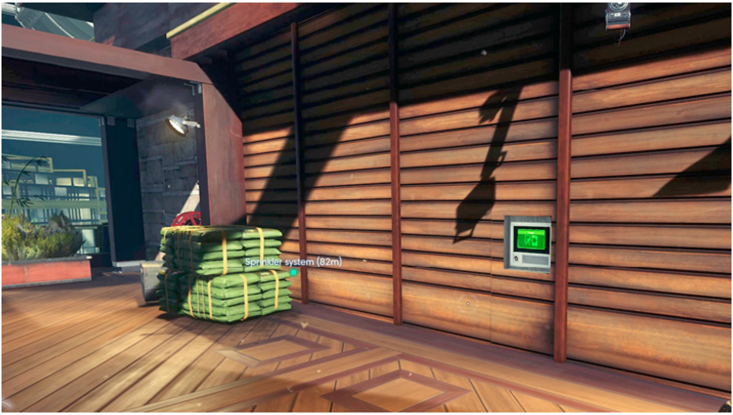
Speaking to Alex in the Arboretum triggers the game's finale, making it more difficult to complete any outstanding optional objectives. All of the station's air locks will become inoperative, preventing you from accessing Talos I's exterior. So take stock of your incomplete optional objectives and consider completing them now, before speaking to Alex. This is also a good time to save your game—you'll probably want to replay the finale.

ARBORETUM

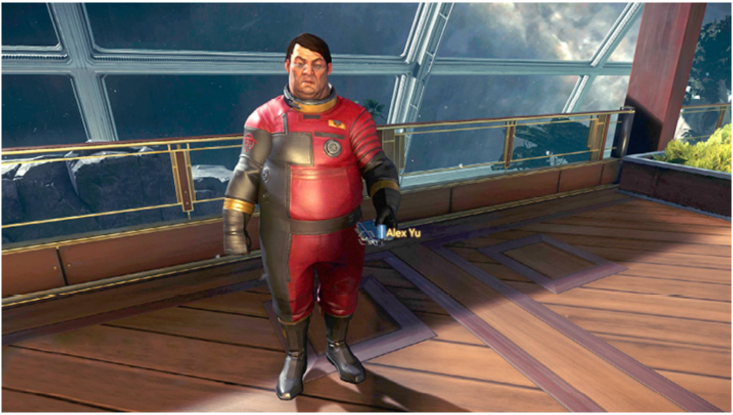
ALEX'S OFFICE

Notable Items:
Prototype Nullwave Transmitter License
Audio Recording: Just in Case
Alex's Arming Key
Neuromod (2)
Cherished Family Photo

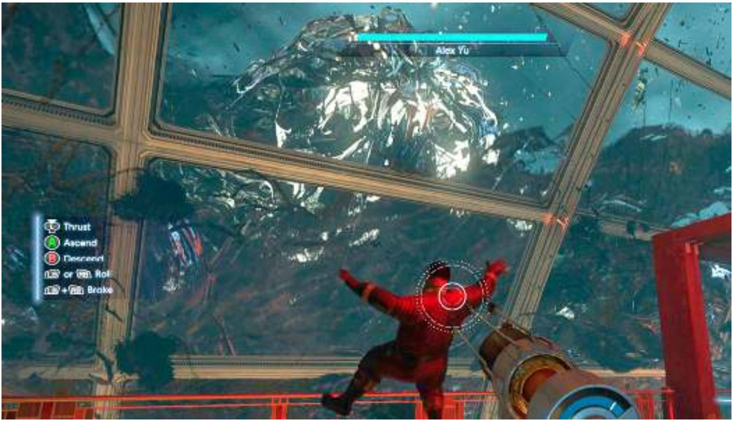
Follow the waypoint marker to an area outside Alex's office. Here you find an exposed switch on the wall. Interact with the switch to open a secret doorway, revealing Alex's bunker. Alex has been hiding out here since the Typhon broke containment. You can search the bunker later, but for now, listen to what Alex has to say.



Alex is willing to hand over his arming key, but he wants you to hear him out first. He reports that the Coral Nodes you scanned earlier are broadcasting a secret message out into space. But it's unknown what the message is or who it's being sent to. Alex gives you a fabrication plan for the prototype Nullwave Device. This device is designed to hijack the Coral's signal and deliver a lethal shock to all Typhon organisms. Needless to say, Alex feels using the Nullwave Device is the best course of action, preserving Talos I and all of TranStar's research.



Just as Alex is about to hand over his arming key, a massive Typhon entity appears outside the station. As this entity collides with the station, the Arboretum loses gravity. Immediately zap Alex with your Disruptor Stun Gun and grab his body, preventing him from floating away. Alex will lose consciousness anyway, due to a lack of oxygen (using the Disruptor Stun Gun simply expedites the process). Once he's unconscious, search Alex to retrieve his TranScribe, arming key, two Neuromods, and a family photo. Securing Alex's arming key completes The Keys to the Kingdom objective, allowing you to initiate Talos I's self-destruct sequence.



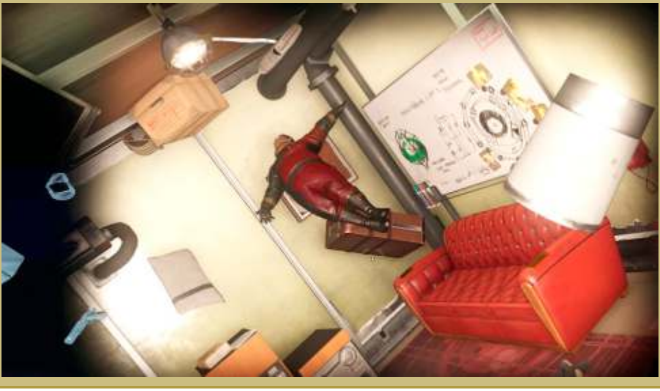
ALEX'S BUNKER

Notable Items:	Audio Recording: If Things Go Sideways Silenced Pistol

SAVE ALEX

Objective Summary: Alex lost consciousness after the Apex Typhon assaulted the station and cracked the Arboretum dome. If I want him to live I need to get him into the safety of his bunker before he runs out of air.

While he's unconscious, grab Alex and pull him into his bunker. While you're in the bunker, take a look around to gather a few items, including Morgan's TranScribe and a Medkit. Upon exiting the bunker, interact with the exterior lock to seal Alex inside. He eventually recovers and meet you on the Bridge.



Walkthrough: Story Objectives

A Mind Without Limits

A MIND WITHOUT LIMITS

Alex gave me the plans for a prototype Nullwave Device that's powerful enough to disrupt all the Typhon aboard the station, including the Apex Typhon outside the station. It has to be placed at the heart of the Coral in Psychotronics, then activated from a terminal on the Bridge.